WRDC-TR-90-8007 Volume VIII Part 18





INTEGRATED INFORMATION SUPPORT SYSTEM (IISS)
Volume VIII - User Interface Subsystem
Part 18 - Forms Language Compiler Unit Test Plan



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September 1990

Final Report for Period 1 April 1987 - 31 December 1990

Approved for Public Release; Distribution is Unlimited

92-10266

MANUFACTURING TECHNOLOGY DIRECTORATE
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2b. DECLASSIFICATION/DOWNGRADING SCI	HEDULE	Distribution is Unlimited.									
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6a. NAME OF PERFORMING ORGANIZATION Control Data Corporation; Integration Technology Services	6b. OFFICE SYMBOL (if applicable)	7a. NAME OF MONITORING ORGANIZATION WRDC/MTI									
6c. ADDRESS (City, State, and ZIP Code) 2970 Presidential Drive		7b. ADDRESS (City, State, and ZIP Code)									
Fairborn, OH 45324-6209			H 45433-6533								
ORGANIZATION	Bb. OFFICE SYMBOL (if applicable)			ENT IDENT	IFICATION NUM.						
Wright Research and Development Center, Air Force Systems Command, USAF	WRDC/MTI	F33600-87-									
8c. ADDRESS (City, State, and ZIP Code)	<u></u>	10. SOURCE O	F FUNDING NO	)S.							
Wright-Patterson AFB, Ohio 45433-6533		PROGRAM ELEMENT NO.	PROJECT NO.	TASK NO.	WORK UNIT NO.						
Forms La	.9	78011F	595600	F95600	20950607						
12. PERSONAL AUTHOR(S)											
Structural Dynamics Research Corporation: Ba											
I3a. TYPE OF REPORT   13b. TIME COVE Final Report 4/1/87-12		REPORT (Yr., Mo 990 September 30		15. PAG	E COUNT 298						
6. SUPPLEMENTARY NOTA			···								
WRDC/MTI Project Priority 6203											
7. COSATI CODES 18.	SUBJECT TERMS (C	ontinue on reverse	if necessary an	id identify bi	ock no.)						
FIELD GROUP SUB GR.											
1308 0905											
19. ABSTRACT (Continue on reverse if necessa	ry and identify block nu	mber)	<del></del>		<del></del>						
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INTEGRATED INFORMATION Vol VIII -User Interfac		TEM									
Part 18 - Forms Language Co	mpiler Unit Te	st Plan									
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UNCLASSIFIED/UNLIMITED X SAME AS RPT.		Unclassified									
2a. NAME OF RESPONSIBLE INDIVIDUAL	7.7 . <u></u>	22b. TELEPHONE (Include Area		22c. OFF	ICE SYMBOL						
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### FOREWORD

This technical report covers work performed under Air Force Contract F33600-87-C-0464, DAPro Project. This contract is sponsored by the Manufacturing Technology Directorate, Air Force Systems Command, Wright-Patterson Air Force Base, Ohio. It was administered under the technical direction of Mr. Bruce A. Rasmussen, Branch Chief, Integration Technology Division, Manufacturing Technology Directorate, through Mr. David L. Judson, Project Manager. The Prime Contractor was Integration Technology Services, Software Programs Division, of the Control Data Corporation, Dayton, Ohio, under the direction of Mr. W. A. Osborne. The DAPro Project Manager for Control Data Corporation was Mr. Jimmy P. Maxwell.

The DAPro project was created to continue the development, test, and demonstration of the Integrated Information Support System (IISS). The IISS technology work comprises enhancements to IISS software and the establishment and operation of IISS test bed hardware and communications for developers and users.

The following list names the Control Data Corporation subcontractors and their contributing activities:

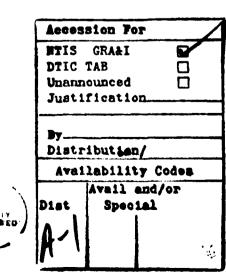
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Structural Dynamics Research Corporation	Responsible for User Interfaces, Virtual Terminal Interface, and Network Transaction Manager design, development, implementation, and support.
Arizona State University	Responsible for test bed operations and support.

# TABLE OF CONTENTS

		<u>Page</u>
SECTION	1.0 GENERAL	1-1
SECTION	2.0 DEVELOPMENT ACTIVITY	2-1
SECTION	3.0 SYSTEM DESCRIPTION 3.1 System Description 3.2 Testing Schedule 3.3 First Location Testing 3.3.1 VAX Environment Test Materials 3.4 Subsequent Location Testing	3-1 3-3 3-3 3-4
SECTION	4.0 SPECIFICATIONS AND EVALUATIONS 4.1 Test Specifications 4.1.1 Test Forms 4.1.2 Test Graphs 4.1.3 Test 2-D Graphics 4.2 Test Methods and Constraints 4.3 Test Progression 4.4 Test Evaluation 4.4.1 Test Evaluation Stages	4-1 4-1 4-2 4-13 4-14 4-14
SECTION	5.0 TEST PROCEDURES 5.1 Forms Test Description 5.1.1 Forms Test Control 5.1.2 Forms Test Procedures 5.1.2.1 VAX Test Procedures 5.1.2.2 Choosing the FLAN Function 5.1.2.3 Standalone Version of FLAN on VAX 5.1.3 IBM Test Procedures 5.1.3.1 Choosing the FLAN Function 5.1.3.2 Standalone version of FLAN on IBM 5.1.4 APPEARS IF Tests 5.2 Graph Test Description 5.2.1 Graph Test Control 5.2.2 Graph Test Procedures 5.2.2.1 Graph VAX Test Procedures 5.2.2.1 Access to GDL Test Program 5.2.2.1.2 Running The GRAFDE Program 5.2.2.1.3 Running The GRAFDE Program 5.3 2-D Graphics Test Description 5.3.1 2-D Graphics Test Control 5.3.2 1-D Graphics Test Procedures 5.3.2.1 2-D Graphics Test Procedures	5-1 5-1 5-2 5-3 5-7 5-8 5-9 5-123 5-123 5-123 5-124 5-126 5-127 5-128 5-128

# TABLE OF CONTENTS (CONTINUED)

<u>Appendix</u>	<u>Title</u>	Page
Ä	FLAN1.FDL	
В	FLAN2.FDL	
С	SCREENS AND GDL FOR GRFTST	. C-1



3

# UTP620344401 30 September 1990

# LIST OF TABLES

Table	<u>Title</u>	<u>Page</u>
4-1 4-2	Matrix Mapping GDL Functions to Test Graphs Matrix Mapping GDL Functions to Test Graphs	

# LIST OF ILLUSTRATIONS

<u>Figure</u>	<u>Title</u>	Page
3-1	FLAN Interfaces	
5-1	IISS Logon Screen	. 5-2
5-2	IISS Function Screen	
5-3	FLAN Screen	
5-4	Starting ARTEST Application	. 5-4
5 <b>-</b> 5	ARTEST Screen	. 5-5
5 <b>-</b> 6	Add Testform to Scren	. 5-6
5-7	FLAN1.FDL/TESTFORM Screen	
5-8	APPEARS IF Test Form	. 5-10
5-9a	Test Case 1	. 5-11
5-9b	I3 Appears	
5-10a	Test Case 2	
5-10p	I3 Does Not Appear	
5-11a	Test Case 3	. 5-15
5-11b	I3 Appears	. 5-16
5-11c	Change Il Value	
5-11d	I3 Does Not Appear	
5-11e	Change Il Value	. 5-19
5-11f	I3 Appears	
5-12a	Test Case 4	
5-12b	Does Not Appear	
5-12c	Change Il Value	
5-12d	I3 Appears	. 5-24
5-12e	Change I1 Value	. 5-25
5-12f	I3 Does Not Appear	. 5-26
5-13a	Test Case 5	
5-13b	I3 Appears	
5-13c	Change I1 Value	
5-13d 5-13e	I3 Does Not Appear	
5-13 <b>£</b> 5-13 <b>f</b>	Change I1 Value	
5-131 5-14a	Test Case 6	
5-14a 5-14b	I3 does Not Appear	5-34
5-14C	Change Il Value	
5-14d	I3 Appears	. 5-36
5-14e	Change Il Value	
5-14f	I3 Does Not Appear	
5-15a	Test Case 7	. 5-39
5-15b	I3 Does Not Appear	
5-15c	Change Il Value	
5-15d	I3 Appears	
5-15e	change Il Value	
5-15f	I3 Does Not Appear	. 5-44
5-16a	Test Case 8	
5-16b	I3 Appears	
5-16c	Change Il Value	
5-16d	I3 Does Not Appear	
5-16e	change Il Value	
5-16 <b>f</b>	Ie Appears	
5-17a	Test Case 9	
5-17b	I3 Does Not Appear	. 5-52

# UTP620344401 30 September 1990

5-18a	Test Case 10	5-53
5-18b	I3 Appears	5-54
5-19a	Test Case 11	5-55
5-19b	I3 Appears	5-56
5-19c	Change Il Value	5-57
5-19d	I3 Does Not Appear	5-58
5-19e	Change I1 Value	5-59
5-19f	I3 Appears	5-60
5-20a	Test case 12	5-61
5-20b	I3 Does Not Appear	5-62
5-20c	Change Il Value	5-63
5-20d	I3 Appears	5-64
5-20e	Change Il Value	5-65
5-20f	I3 Does Not Appear	5-66
5-21a	Test Case I3	5-67
5-21b	I3 does Not Appear	5-68
5-21c	Create Page 2 in W3	5-69
5-21d	I3 Appears	
5-21e	Remove Page 2 in W3	5-71
5-21f	I3 does Not appear	5-72
5-22a	Test Case 14	5-73
5-22b	I3 does Not Appear	5-74
5-22c	I3 appears	5-75
5-22d	I3 Does not appear	5 <del>-</del> 76
5-23a	Test Case 15	5-77
5-23b	I3 Does Not appear in W1	5-78
	Change Contents of Dage 1 in W2	
5-23c	Change Contents of Page 1 in W3	5-79
5-23d	I3 appears in W1	5 01
5-23e	Change Contents of Page 1 in W3	5-01
5-23f	I3 Does Not Appear in W1	5-82 5-83
5-24a	Test Case 16	
5-24b	I3 does Not Appear	5-84
5-25a	Test Case 17	5-85
5-25b	I3 Appears	5-86
5-26a	Test Case 18	5-87
5-26b	I3 appears	5-88
5-27a	Test Case 19	5-89
5-27b	I3 Does Not Appear	
5-27c	Change I1 Value	5-91
5-27d	I3 Appears	5-92
5-27 <b>e</b>	Change Il Value	
5-27f	I3 does Not Appear	5-94
5-28a	Test Case 20	5-95
5-28b	I3 Does Not Appear	5-96
5-28c	Change I1 value	5-97
5-28d	I3 Does Not Appear	5-98
5-28e	Change Il Value	5-99
5-28f	I3 Appears	5-100
5-29a	Test Case 21	5-101
5-29b	I3 Appears	5-102
5-29c	Change Il Value	5-103
5-29d	I3 Does Not Appear	5-104
5-29e	Change I1 value	5-105
5-29f	I3 appears	5-106

5-30a		-107
5-30b	13 does Not appear 5	-108
5-30c		-109
5-30d	I3 Appears 5	-110
5-30e		-11
5-30 <b>f</b>	I3 Does Not Appear 5	-112
5-31a		-113
5-31b		-114
5-31c		-119
5-31d		-116
5-31e	Change I1 value 5	-11
5-31f		-118
5-32a	Test Case 24 5	-119
5-32b	W1 No Longe Appears 5	-120
5-32c	Change FF6.Il Value 5	-12
5-32d		-12
5-33	IISS Logon Screen 5	$-12^{4}$
5-34	IISS Function Screen	-129
5-35		-126
5-36		-127
		-129
5-37		
5-38		-130
5-39		-132
5-40		-133
5-41		-134
5-42		-139
5-43		-13
5-44		-13
C-1	GDL Test Activity A: and corresponding GDL C	
C-2	GDL Test Activity B: and corresponding GDL C	
C-3	GDL Test Activity C: and corresponding GDL C	
C-4	GDL Test Activity D: and corresponding GDL C	
C-5	GDL Test Activity E: and corresponding GDL C	
C-6	GDL Test Activity F: and corresponding GDL C	
C-7	GDL Test Activity G: and corresponding GDL C	
C-8	GDL Test Activity G: and corresponding GDL C	-21
C-9	GDL Test Activity G: and corresponding GDL C	-23
C-10	GDL Test Activity G: and corresponding GDL C	-25
C-11	GDL Test Activity G: and corresponding GDL C	-28
C-12	GDL Test Activity G: and corresponding GDL C	-30
C-13	GDL Test Activity G: and corresponding GDL C	-33
C-14	GDL Test Activity G: and corresponding GDL C	-36
C-15	GDL Test Activity G: and corresponding GDL C	
C-16	GDL Test Activity G: and corresponding GDL C	
C-17	GDL Test Activity G: and corresponding GDL C	
C-18	GDL Test Activity G: and corresponding GDL C	
C-19	GDL Test Activity G: and corresponding GDL C	
C-20	GDL Test Activity G: and corresponding GDL C	
C1	GDL Test Activity G: and corresponding GDL C	
C-22	GDL Test Activity G: and corresponding GDL C	
C-23	GDL Test Activity G: and corresponding GDL C	
C-24	GDL Test Activity G: and corresponding GDL C	
C-25	GDL Test Activity G: and corresponding GDL C	
C-26	GDL Test Activity G: and corresponding GDL C	
C-27	GDI. Test Activity G: and corresponding GDI C	

#### SECTION 1

#### GENERAL

### 1.1 Purpose

This unit test plan establishes the methodology and procedures used to adequately test the capabilities of the computer programs identified as the Forms Definition Language Compiler known in this document as FLAN and MAKE Includes known as MAKINC. FLAN and MAKINC are configuration items of the Integrated Information Support System (IISS) User Interface (UI).

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- [11] Structural Dynamics Research Corporation, Forms
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  620244402A, 16 February 1987.

- [12] Structural Dynamics Research Corporation, <u>User Interface Services Development Specification</u>, DS 620244100A, 16 February 1987.
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  <u>Terminal Development Specification</u>, DS 620244300.1,
  16 February 1987.

# 1.3 Terms and Abbreviations

Application Generator (AG): A subset of the IISS User Interface that consists of software modules that generate IISS application code and associated form definitions based on a language input. The part of the AG that generates report programs is called the Report Writer. The part of the AG that generates interactive applications is called the Rapid Application Generator.

Application Interface (AI): A subset of the IISS User Interface that consists of the callable routines that are linked with applications that use the Form Processor or Virtual Terminal. The AI enables applications to be hosted on computers other that the host of the User Interface.

Application Process (AP): A cohesive unit of software that can be initiated as a unit to perform some function or functions.

Attribute: A field characteristic such as blinking, highlighted, black, etc., and various other combinations. Background attributes are defined for some forms or windows only. Foreground attributes are defined for items. Attributes may be permanent, i.e., they remain the same unless changed by the application program, or they may be temporary, i.e., they remain in effect until the window is redisplayed.

<u>Closed Figure</u>: A figure is closed if the path traced by a moving point returns to its starting position. The starting position may be arbitrarily assigned. "Fillarea" is synonymous with "closed figure".

Complex Figure: A figure is complex if the path traced by a moving point crosses itself. An arbitrary point may be determined to be contained within the traced boundary if a line drawn to infinity crosses the boundary an odd number of times. If the number of crossings is zero or even, the point is outside the traced boundary.

Dependent Data: Data correlated to a dependent variable.

<u>Dependent Variable</u>: A mathematical variable whose value is determined by that of one or more other variables in a function.

Device Drivers (DD): Software modules written to handle I/O for a specific kind of terminal. The modules map terminal-specific commands and data to a neutral format. Device Drivers are part of the UI Virtual Terminal.

<u>Display List</u>: An internal Form Processor list that contains only those forms that have been added to the screen and are currently displayed on the screen, along with information on where those forms are used.

Element: A graphics line or other primitive composed of graphics lines, such as an arc.

<u>Field</u>: In reference to the Forms Processor, "field" refers to any object on the open or display list. These objects can be forms, items, windows, etc.

In reference to graphs, "field" refers to a collection of one or more graph figures. A graph field can be an axis, curve, pie chart, grid, etc.

<u>Figure</u>: A collection of elements. A figure may be closed or open.

<u>Fillarea:</u> A collection of elements. A fillarea must be closed. "Closed figure" is synonymous with "fillarea".

Form: A structured view which may be imposed on windows or other forms. A form is composed of fields. These fields may be defined as forms, items, windows, prompts, non-graphics lines, and graphics.

Forms Definition Language (FDL): The language in which electronic forms are defined.

Forms Driven Form Editor (FDFE): A subset of the Form Editor which consists of a forms-driven application used to create and/or modify Form Definition files interactively.

Form Editor (FE): A subset of the IISS User Interface that is used to create definitions of forms. The FE consists of the Forms Driven Form Editor (FDFE) and the Forms Language Compiler (FLAN).

Form Hierarchy: A graphic representation of the way in which fields are related to their parent form.

Forms Language Compiler (FLAN): A subset of the Form Editor that consists of a batch process that accepts a series of Forms Definition Language (FDL) statements and produces form defintion files as output.

Form Processor (FP): A subset of the IISS User Interface that consists of a set of callable execution-time routines available to an application program for form processing.

Graph: A picture correlated with data that alters as the data changes; by necessity, this is a dynamic (not pre-defined) picture. A graph may be imposed on windows or forms.

Graph Defintion Language (GDL): An extension of the Forms Definition Language (FDL) which is used to define business graphs such as pie charts, X-Y plots, and bar charts.

Graph Figure: A collection of graphics primitives. The primitives can be circles, lines, arcs, etc.

<u>Graphics Kernal System (GKS)</u>: A 2-dimensional graphics standard which is defined independently of any programming language.

Icon: A collection of figures and points that is
pre-defined. An icon may be imposed on windows or forms.
"Icon" is synonymous with "picture".

<u>Independent Data:</u> Data that is correlated to an independent variable.

Independent Variable: A mathematical variable whose value is specified first and determines the value of one or more other values in an expression or function. For example, in a business graph of sales versus month, month is the independent variable and sales is the dependent variable, because sales varies by month.

Integrated Information Support System (IISS): A test computing environment used to investigate, demonstrate, and test the concepts of information management and information integration in the context of Aerospace Manufacturing. The IISS addresses the problems of integration of data resident on heterogeneous data bases supported by heterogeneous computers interconnected via a Local Area Network (LAN).

Item: A non-decomposable area of a form in which
hard-coded descriptive text may be placed and the only defined
area where user data may be input/output.

Local Area Network (LAN): A privately owned network that offers reliable, high-speed communitations channels optimized for connecting information processing equipment in a limited geographic area.

Message: Descriptive text which may be returned in the standard message line on the terminal screen. They are used to warn of errors or to provide other user information.

Message Line: A line on the terminal screen that is used to display messages.

Open Figure: A figure is open if the path traced by a moving point does not return to its starting position. The starting position may be arbitrarily assigned. "Polyline" is synonymous with "open figure".

Open List: An internal Form Processor list that contains all forms that the application has opened for use along with information on where the form is used.

Operating System (OS): Software supplied with a computer which allows it to supervise its own operations and manage access to hardware facilities such as memory and peripherals.

Page: An instance of a form in a window that is created whenever a form is added to a window.

Physical Device: A hardware terminal.

<u>Picture</u>: A collection of figures and points that is pre-defined. A picture may be imposed on a window or a form. "Picture" is synonymous with "icon".

<u>Picture Definition Language (PDL)</u>: An extension of the Forms Definition Language (FDL) which allows the definition of any graphics picture.

Point: A marker or a symbol.

Polyline: A collection of elements. A polyline must be an open figure. "Open figure" is synonymous with "polyline".

<u>Primitive</u>: The smallest unit of graphic detail. A graphic primitive can be a line, point, arc, etc.

Qualified Name: The name of a field preceded by the hierarchy path so that it is uniquely identified.

Report Writer (RW): Part of the Application Generator (AG) that generates source code for report programs based on a language input.

Subform: A form that is used within another form.

Text Editor (TE): A subset of the IISS User Interface that consists of a file editor that is based on the text editing functions built into the Form Processor (FP).

User Data: Data which is either input by the user or output by the application programs to items.

User Interface (UI): A subsystem of IISS that controls the user's terminal and interfaces with the rest of the subsystem. The UI consists of two major subsystems: the User Interface Development System (UIDS) and the User Interface Management System (UIMS).

User Interface Development System (UIDS): A collection of IISS User Interface subsystems that is used by application programmers as they develop IISS applications. The UIDS includes the Form Editor (FE) and the Application Generator (AG).

<u>User Interface Management System (UIMS:</u> The run-time UI. It consists of the Form Processor (FP), Virtual Terminal (VT), Application Interface (AI), the User Interface Services (UIS), and the Text Editor (TE).

User Interface Services (UIS): A subset of the IISS User Interface that consists of a package of routines that aid users in controlling their environment. It includes message management, change password, and application definition services.

<u>User Interface/Virtual Terminal Interface (UI/VTI)</u>: Another name for the User Interface.

<u>Window:</u> A dynamic area of a terminal screen on which pre-defined forms may be placed at run-time.

<u>Window Manager</u>: A facility which allows the following to be manipulated: size and location of windows, the device on which an application is running, the position of a form within a window. It is part of the Form Processor (FP).

# SECTION 2

### DEVELOPMENT ACTIVITY

# 2.1 Statement of Pretest Activity

During system development, the computer programs will be tested progressively. Functionality will be incrementally tested and as bugs are discovered, the software will be corrected.

# 2.2 Pretest Activity Results

This activity is not applicable until development begins.

#### SECTION 3

#### SYSTEM DESCRIPTION

# 3.1 System Description

FLAN is a compiler which translates Form Definition Language source files into binary Form Definition File format. The binary Form Definition Files are then used as input by the Form Processor (another configuration item of the IISS UI) for display and entry of data under the control of other application programs.

The format of the binary Form Definition Files produced by FLAN is constrained to agree with the format expected by the Form Processor configuration item.

The syntax of the Form Definition Language accepted as input is described in the Forms Language Compiler Development Specification.

The interface block diagram for FLAN is shown in Figure 3-1. The top box represents the file MYFORMS which is input to the FLAN compiler (second box). FLAN produces a Form Definition object file (FD) for each CREATE FORM statement in the source file. Each FD file is input for the Form Processor which is part of the User Interface system. The compilation of an FDL file which results in an FD file is the same as program language compilation. The FDL file is the source; the FD file is the object.

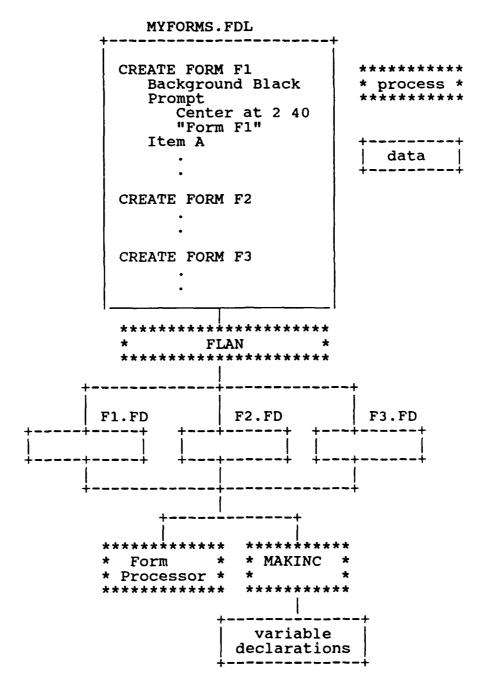


Figure 3-1 FLAN Interfaces

While FLAN is normally invoked from the IISS Function Screen another version is available which can be invoked from the host system. This second version is required so current configuration management software can be used in managing FDL files in a manner similar to other source files.

MAKINC is a program that creates program variable declarations which correspond to the structure of a form and may be used in application programs which make use of the Form Processor calls PDATA and GDATA. The following programming languages are supported: PL/I, COBOL, and C. MAKINC is invoked from the host system.

# 3.2 Testing Schedule

The execution of FLAN is dependent upon the NTM subsystem of IISS and testing of FLAN must be done only after the NTM has been successfuly tested. Within the UI subsystem, FLAN uses the Forms Processor and must be tested only after its successful test.

# 3.3 First Location Testing

These tests of FLAN require the following:

Equipment: IISS Air Force Testbed VAX or IBM, terminals supported by the Virtual Terminal as listed in the IISS Terminal Operator Guide.

Support Software: The Integrated Information Support System, a C compiler and the UI/VTI subsystem.

Personnel: One integrator familiar with the IISS FLAN.

Training: FLAN training and manuals have been previously provided with all past releases.

Deliverables: The Forms Language Compiler subsystem of the IISS UI/VTI.

Security considerations: None.

Test Materials: This test is interactive and can be manually performed as outlined in this test plan.

# 3.3.1 VAX Environment Test Materials

This test also could be run as a script file if so desired. No script file has been provided because it is believed that on first testing it should be observed and then may be run again to create a script file for later testing reruns.

# 3.4 Subsequent Location Testing

The requirements as listed above need to be met. The script file, FLANUTP.SCP and the saved output to be used for comparison, FLANUTP.SAV are under IISS Configuration Management.

# SECTION 4

#### SPECIFICATIONS AND EVALUATIONS

### 4.1 Test Specification

The following requirements are demonstrated by the outlined tests:

# 4.1.1 Test Forms

Functional Requirements	Test Activity ABCDEFGHIJKLM
Specification of forms: background attributes form prompts size fields	* * *
Specification of fields: type of field arrays location size display attributes field prompts domain (item only) help(message and form) value (item only) appears if	*
generate form definitions	*
semantic error messages	*

- A input of forms fat1 and fat2.
  B input of form testform.
  C input of field types: items, windows and forms.
  D input of item field i4.
  E input of all fields.
  F input of all items and windows.
  G input of items i1, i5, i6, i7, i8, i9, i10, 10, window w1, form fat1 form fat1.

  H - input of items i5, i6, i7, i8.

  I - input of items i9, i10.

  J - input of items i1, i2, i3.

  K - form definitions used by Form Processor.

- L input of file FLAN2.FDL.
- M Figures 5-9a through 5-32d

# 4.1.2 Test Graphs

The following functionality of the GDL is demonstrated by the test outlined in section 5:

### List of Functions

# GRAPH DEFINITION

- 1. bar
- 2. pie
- 3. line
- 4. independent axis
- 5. independent data

### ATTRIBUTE DEFINITION

- 6. color
- 7. font
- 8. size
- 9. upvector
- line width line type 10.
- 11.
- 12. symbol
- symbol frequency 13.

#### DATA LOCATION

- 14. constant list
- 15. path list

#### CURVE DEFINITION

- 16. absolute display
- 17. additive display
- 18. dependent axis
- 19. independent data
- 20. shading
- 21. monochromatic shading
- 22. display
  23. monochromatic display
  24. legend label

#### LEGEND

- 25. enclosed
- 26. not enclosed
- 27. horizontal
- 28. vertical

#### PIE SEGMENT

- 29. explosion
- 30. shading
- 31. monochromatic shading
- legend label 32.
- 33. label
- 34. inside percent label
- outside percent label inside quantity label 35.
- 36.
- 37. outside quantity label

# AXIS DEFINITION

- 38. length
- log scale 39.
- 40. linear scale
- 41. grid lines
- 42. fine grid lines
- 43. horizontal
- 44. vertical
- 45. location
- 46. label
- 47. maximum limit
- 48. minimum limit
- 49. minor tick marks
- 50. major tick marks by step
- 51. major tick marks by number
- 52. major tick mark labels

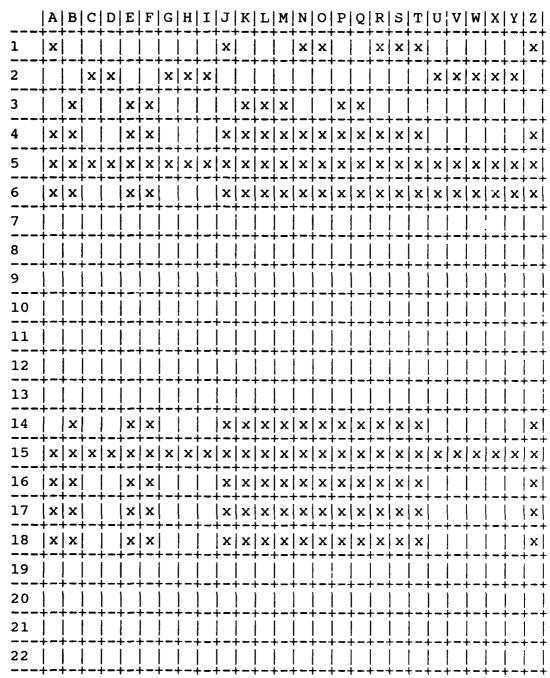
# AUTOMATIC GENERATION

- 53. independent axis
- 54. dependent axis
- 55. tick marks
- 56. axis length
- 57. minimum axis value
- 58. maximum axis value
- 59. tick mark labels
- 60. legend labels
- 61. pie segments
- 62. pie segment percent label
- 63. automatic layout

### CLIPPING

- 64. polyline clipping
- fillarea clipping 65.
- text clipping 66.

Tables 4-1 and 4-2 show the direct correspondence between the test graphs and the functional requirements as listed in this section. These functions directly correspond to the detailed functional requirements of the Graph Definition Language Development Specification. The 'x' indicates the tests for the functionality implemented in the current release. The '\*' indicates functionality not yet implemented.



	A	В	С	D	E	F	G	Н	I	J	K	L	M	N	0	P	Q	R	s	Т	U	V	W	X	Y	Z
23																								-	- <del>-</del> -	
24	x										х	x	x	x	х	х	х	х	х	х						
25																x	x	x	x	x	x	x	×			
26	×										x	x	x	x	x											
27													x	x			x		x	x					_	
28	×										x	x			x	x		x					x	x	x	
29			x			x	x	x													x	x	x	x	x	
30		x	х			x	x	x													x	x	x	x	x	
31																										
32																							x	x	Х	
33																						x			x	
34																					x				х	
35	 																					x	×	x	x	
36										- <del>-</del> -											x					
37																					x	x	x	x	х	
38	×	x			x	x				x	x	х	х	x	x	x	x	x	x	x						x
39		<b>-</b> -			<b></b> -   !	- <b>-</b> -				<b>-</b> -								_						 		
40	×	x			x	x				x	x	x	x	x	x	x	x	x	x	x				 		x
41							- <del>-</del> -				 															
42	-		 			- <del>-</del> -				- <b>-</b> -	 						- <del>-</del> -		 	- <b>-</b> -	 		<b>-</b> -			
43	×	x	 		×	x		<b></b> -	<b> </b>	×	x	×	x	x	x	x	x	x	x	×	   		<b>, -</b> -			x
44	x	×			×	x		   		×	x	x	×	x	x	x	x	x	x	×						x

	A	В	С	D	E	F	G	Н	I	J	K	L	M	N	0	P	Q	R	S	Т	U	V	W	X	Y	2
45	x	x			x	х				x	x	x	x	x	x	x	x	x	x	x						х
46	×	x			x	х						x	x	x	x	x	x	x	x	x						x
47																										
48	x																									
49										x																
50	×																									
51										x																
52	×									x																
53																										
54																										
55	x	x			x	х				x	x	х	x	х	х	x	x	х	х	x						x
56																										
57	x	x			x	x				x	x	х	x	x	х	x	x	x	х	х				-		x
58	x	x			x	x				х	x	x	x	x	x	x	x	х	x	х						x
59	×	x			x	x				x	x	x	x	x	x	x	x	x	x	x						x
60																										
61																										
62	 	 	×	x	 	 	×	x	×	 	 	ļ 		<b>-</b>	   	   	 	 	   	   	×	×	×	x	   	

	A + <del>-</del> -	В	С	D	E	F	G	Н	I	J	K	$\Gamma$	M	N	0	P	Q	R	S	Т	U	V	W	Х	Y	Z
63																										
64		x				x				x	x	x	x	x	x	x	x	x	x	x	ĺ		x			
65	İ						х		İ	х				х	x			x	x	x	İ					
66	•	•		•		•		•	•		•	•					•	•		•				•		x

Table 4-1 Matrix Mapping GDL Functions to Test Graphs

	AA	ВВ	СС	DD	EE	FF	GG	
1	x		х			х		
2		х			х			
3				х			x	
4	х		х	х		х	х	
5	×		х	x		х	X	
6	×	х	x	×	x	×	x	
7	ļ 	 		 				*
8		 	 	 		 		*
9	├	 				 	 	*
10	 + <b>-</b>	 		 	 	 		*
11	 		 					*
12	<u> </u>							*
13	<u> </u>	<u> </u>	 					*
14	×		×	×		x	x	<u> </u>
15	×	×	x	×	×	х	х	İ — — İ
16	×		x	×		х	х	
17	×		х				х	<u> </u>
18	×		×	×		х	х	
19	 					 		*
20	×		×		,	х	х	
21								*
22	×	   	   	×	 		x	

	AA	ВВ	СС	DD	EE	FF	GG	[
23								*
24			х	х		х	х	
25								
26			x	×		Х	х	
27								
28			х	х		х	х	
29		х			х		L — — -	
30		х			х		L <b>-</b>	
31								
32								
33					х			
34					×			
35								
36								
37								
38	×		х	×		х	×	
39								*
40	х		х	×		х	x	
41	x		х	х		х	х	
42	x							
43	х	,   	х	х		x	х	
44	×	   	x	x		x	x	

	AA	вв	cc	DD	ΕE	FF	GG	
45	x		x	х		х	х	
46			х	х		х	х	
47	×			L				
48	 		х	х		х	х	
49	x							
50							L	
51	х		х	x		х	х	
52	x		х	х		х	х	
53								*
54								*
55	x	<b></b>	х	х		х	х	
56				<b>-</b>				*
57	×		x	x		x	×	
58	х		x	х		x	x	
59	×		х	х		х	х	
60	×							
61								*
62	Ĺ							
63								*
64	x	 						
65	x		,					
66	   	 	 		 	   	 	

Table 4-2 Matrix Mapping GDL Functions to Test Graphs

The test activities labeled A through GG map to the figures in Appendices C and D as follows:

A - Figure C-1 B - Figure C-2 C - Figure C-3 D - Figure C-4 E - Figure C-5 F - Figure C-6 G - Figure C-7 H - Figure C-8 I - Figure C-9 J - Figure C-10 K - Figure C-11 L - Figure C-12 M - Figure C-13 N - Figure C-14 0 - Figure C-15 P - Figure C-16 Q - Figure C-17 R - Figure C-18 S - Figure C-19 T - Figure C-20 U - Figure C-21 V - Figure C-22 W - Figure C-23 X - Figure C-24 Y - Figure C-25 Z - Figure C-26 AA - Figure C-27 BB - Figure D-1 CC - Figure D-2 DD - Figure D-3 EE - Figure D-4

FF - Figure D-5 GG - Figure D-6

# 4.1.3 Test 2-D Graphics

This section describes the functionality of the Graphics Definition Language (GDL) test outlined in Section 5:

Functional Requirements	A		Activi C	ty D	 
Specification of Graphic Primitives: Polyline	*		*		
Polymarker Fill Area	*		*		
Text Display Attibutes:	*		*		
Size	*		*		
Location Style	*		*		
Scroll Large 2-D Graphics region			*	*	
Pick ICON	:		*	*	
Combine Business graphics with 2-D graphics: Subform with array of Items		*		*	
or rema		~			

The test activities labeled A through D map to the figures as follows:

- A Figure 5-39 B - Figure 5-40
- C Figure 5-41, 5-42 D Figure 5-43, 5-44

The steps outlined in Section 5 and the files in the appendices show the direct correspondence between the test and the functional requirements as listed in this section.

# 4.2 Testing Methods and Constraints

The tests as outlined in Section 5 must be followed. The required input is stated for each test. This testing tests the normal mode of operation of these functions and does not completely exercise all the error combinations that a user of the FLAN might create by faulty entry of field information. These tests have been done, however, through the normal testing done by the developer of these functions. No data recording is required. No additional constraints are placed on this unit test besides those listed in Section 5 of this unit test plan.

# 4.3 Test Progression

The progression of testing of the FLAN is fully outlined in Section 5 of this unit test plan. This progression should be followed exactly to insure the successful testing of this IISS configuration item.

#### 4.4 Test Evaluation

If scripting is used on a VAX host, the test results are evaluated by using the command file DIFFILE.COM to compare the generated file, FLANTST.SAV with the file, FLANUTP.SAV in IISS Configuration Management. The only differences should be the time and date stamps on the IISS Function Screen.

No scripting ability is available for the IBM host.

### 4.4.1 Test Evaluation Stages

There are several stages in the testing of FLAN.

### Forms Test:

Stage 1: Input the file FLAN1.FDL to FLAN. This will produce the FD files TESTFORM, I10HELP, FAT1 and FAT2 in the NTM directory.

Stage 2: Run ARTEST from the IISS Function Screen and add the form TESTFORM to screen. This will produce a screen like the one in Figure 5-7. Then terminate ARTEST and restart it. Follow the scenario shown in Figures 5-9a through 5-32d.

Stage 3: Input the file FLAN2.FDL to FLAN. This will produce the error messages listed in Section 5.1.2.3.

#### Graph Test:

Stage 1: Input the file GRAFTEST.FDL to FLAN. This will produce the necessary FD files in the tester's directory.

Stage 2: Input the file GRAFDE.FDL to RAP. This will produce the necessary FD files in the tester's directory.

Stage 3: Compile, link and sysgen the applications GRAFDE., and GRAFTST.

Stage 4: The test results are evaluated by comparing the information returned on the various output screens with that specified as successful for the given test. As outlined in section 5, each test of GDL functionality provides a screen with the output for a successful test. The data necessary for input is done automatically before the output screen. The only differences found should be the date and time stamps on the IISS Function Screen (Figure 5-3) and the first test output screen (Figure C-1).

# 2-D Graphics Test

Stage 1: Input the file ICONTST.FDL to RAP. This will produce the necessary FD file in the tester's directroy.

Stage 2: Compile, link, and sysgen the application ICONTST.

Stage 3: The test results are evaluated by executing the application ICONTST and comparing the information returned on the various ouput screens with the appropriate ouput as specified in Section 5.

### SECTION 5

#### TEST PROCEDURES

### 5.0 Test Procedures

The Form Processor Unit Test Plan consist of the following three test cases:

- o Forms ( with APPEARS IF) Section 5.1 on page 5-1
- o Business Graphics (Pie, Bar, Line charts) Section 5.2 on page 5-125
- o Graphics on Forms (Icons, 2-D graphics) Section 5.3 on page 5-131

## 5.1 Forms Test Description

This test uses the test program ARTEST and two FDL source files. FLAN1.FDL defines a form with correct syntax and semantics to test all FLAN features and FLAN2.FDL defines a form that tests all semantic errors. ARTEST is used to test the APPEARS IF syntax of the language.

### 5.1.1 Forms Test Control

As outlined, this unit test is a manual test which may be done by anyone. The required input data are documented for each function being tested and the resulting successful output is also documented. The order of the testing is also completely documented. The test control information is completely described in Section 5.1.2. Verification of the test is by a manual comparison of the test output with the expected results as they are documented here.

## 5.1.2 Forms Test Procedures

To run the unit test, you must be logged on to an IISS account. The NTM must be up and running and the UI symbolic names IISSFLIB, IISSULIB and IISSMLIB must be defined as described in the host specific sections.

# 5.1.2.1 VAX Test Procedures

The IISSFLIB, IISSULIB and IISSMLIB symbolic names must be defined as logicals at the group level. IISSFLIB and IISSULIB should point to the directory containing the production form definitions (FD files). IISSMLIB should point to the directory containing the error messages (MSG files).

Assuming the NTM is up and running, an IISS user may start the test by accessing the IISS environment with scripting as follows:

\$ SET DEF <to directory containing NTM environment>
\$ VT100 -RFLANUTP.SCP -SFLANTST.SAV

These commands start up the VT100 device driver with a source script as input and specify a save file for the results of the test. If the User Interface system has been installed at your site with a different device driver, then this step is amended as appropriate. The test begins executing on the terminal. The results of this test are saved in the current directory in the file FLANTST.SAV. To execute the test manually, enter only VT100 at the second '\$' and enter the data as shown in the following sections.

This brings up the IISS Logon Screen which must be filled in:

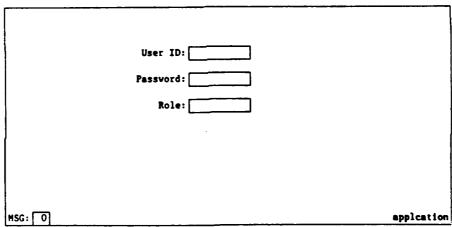


Figure 5-1 IISS Logon Screen

- (1) USER ID is the identification name of the user, and is 1 to 10 alpha-numeric characters. USER ID is input as "MORENC".
- (2) PASSWORD must be the password associated with the USER ID, and is 1 to 10 alpha-numeric characters. PASSWORD is input as "STANLEY".
- (3) ROLE is any of the identifiers which are associated

with the USER ID, and is 1 to 10 alpha-numeric characters. It will be checked against functions and applications which are selected by the user. ROLE is input as "MANAGER".

When this form is correctly completed and the <ENTER> key is pressed, the form in Figure 5-2 is displayed.

# 5.1.2.2 Choosing the FLAN Function

Specific IISS functions are accessed through the form displayed in Figure 5-2.

IISS TEST BED VERSION 2.3					
Date: 12/ 4/87 Time:	8:30:46 User ID: MORENC		Role: MANAGER		
Function:	Device Type:		Device	Name: [	
•					
					ľ
MSG: 0					appleation

Figure 5-2 IISS Function Screen

When the form appears, the cursor is located in the Function field. The items in the form are summarized below:

- (1) DATE contains the current date. This may not be changed by the user.
- (2) TIME contains the current time. This may not be changed by the user.
- (3) USER ID is the user's identification that was entered in the previous form. This may not be changed by the user.
- (4) ROLE is the currently active role and was entered in the previous form. This may be changed at any time.
- (5) FUNCTION is the function the user desires to activate.

In the Function field enter FLAN. The screen in Figure 5-3 is displayed.

1155 Forms Definition Language Compiler Release 2.0				
Forms Definition Language File Home:				
	ļ			
	i			
MSG: O	appleation			

Figure 5-3 FLAN screen

In the input field type "FLAN1.FDL" (a copy of FLAN1.FDL must be in the NTM directory) and press the <ENTER> key. Wait for the IISS Function Screen to return. Next type in ARTEST in the Function field as shown in Figure 5-4.

IISS TEST BED VERSION 2.3					
Date: 12/ 4/87 Time: 8:30:48 User ID: MORENC	Role: MANAGER				
Function: artest Device Type: Device	Name:				
	}				
·					
MSG: 1 Application SDFLANZZZZ has terminated	applcation				

Figure 5-4 Starting ARTEST Application

Figure 5-5 shows the initial ARTEST screen.

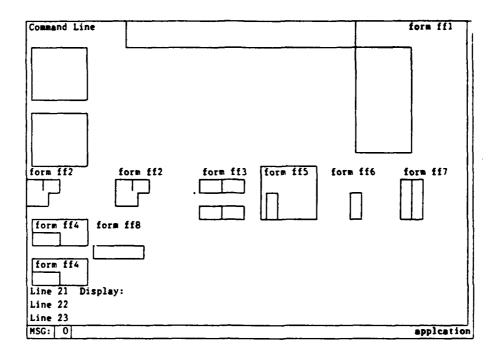


Figure 5-5 ARTEST Screen

In the command line type "ADDFRM SCREEN TESTFORM" as shown in Figure 5-6 and press the <ENTER> key.

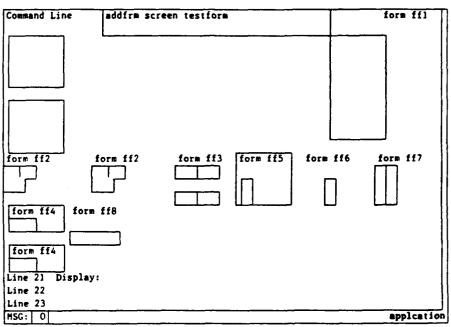
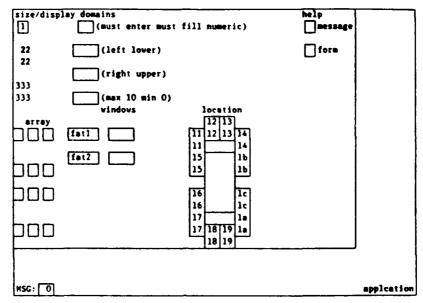


Figure 5-6 Add Testform to Screen

Compare the appearance of the screen with Figure 5-7.



FLAN1.FDL/TESTFORM Screen Figure 5-7

When finished viewing, press the <QUIT> key to terminate ARTEST. When the IISS Function Screen is displayed, enter ARTEST in the Function field to redisplay the initial ARTEST screen shown in Figure 5-5. The screens shown in section 5.1.4 describe the remainder of this unit test.

## 5.1.2.3 Standalone Version of FLAN on VAX

The standalone version of FLAN is invoked by typing "run [flandir]flansa.exe" where [flandir] is the IISS production directory containing the FLAN executable. When the "args:" prompt appears type "[formdir]flan2.fdl" where [formdir] is the directory containing the FLAN2.FDL file. The messages printed should be identical to the following list.

- 6: ERROR must specify relative field name
- 13: ERROR size not specified or invalid
- 18: ERROR value too big for field
- 22: ERROR no display attribute specified
- 64: ERROR unterminated string
- 66: ERROR value too big for field
- 70: WARNING string too long
- 72: ERROR duplicate field name: J
- 81: ERROR duplicate display attribute specified
- 86: ERROR unknown display attribute: UGLY 88: ERROR no display attribute specified
- 92: ERROR domain only legal for items
- 98: ERROR duplicate justification specified
- 104: ERROR duplicate case specified
- 110: ERROR duplicate minimum specified
- 116: ERROR duplicate maximum specified
- 122: ERROR help only legal for items

- 122: ERROR field NOTHING referenced in item BB not defined
- 122: ERROR item HH off left of screen
- 122: ERROR item G off top of screen
- 122: ERROR form TESTERR prompt off top of screen
- 122: ERROR form TESTERR prompt off left of screen
- 122: ERROR circular reference in location of item DC
- 122: ERROR circular reference in location of item CD
- 122: ERROR overlap between item A and item CC
- 122: ERROR overlap between item A and item E
- 122: ERROR overlap between item A and item F
- 122: ERROR overlap between item E and item F
- 122: WARNING form TESTERR too wide for standard screen
- 122: WARNING form TESTERR too long for standard screen
- 122: ERROR form TESTERR too narrow: fields extend to column 157
- 122: ERROR form TESTERR too short: fields extend to row 25
- 130: ERROR duplicate help specified
- 136: WARNING help message too long, truncated
- 142: ERROR value only legal for items
- 156: ERROR unknown function FUNC
- 162: ERROR invalid argument for INDEX
- 168: ERROR duplicate size specified
- 173: ERROR unterminated comment Unable to continue...

## 5.1.3 IBM Test Procedures

Partitioned datasets must be allocated for each of the following symbolic names: iissslib, iissflib, iissmlib and iissulib. Each of the datasets should be compressed before testing. Additionally, it is recommended that the following dataset characteristics and minimum space allocations be used:

- iissslib Variable blocked with LRCL 80, BLKSIZE 3120, and 10 tracks with 5 directory blocks.
- iissflib, Variable blocked with LRCL 80, BLKSIZE 3120, iissulib and 15 tracks with 15 directory blocks.
- iissmlib Fixed block with LRECL 73, BLKSIZE 730, and 3 TRACKS with 2 directory blocks.

Assuming the NTM is up and running, an IISS user may start this test by accessing the IISS environment. To do this, enter "IISSi" at the ENTER APPLICATION: prompt. The "i" following IISS must be your IISS instance id as entered in the NTM SYSGEN file. This starts up the IBM3270 device driver and brings up the IISS Logon Screen as described in section 5.1.2.1.

When this screen is filled in correctly and the <RETURN> key is pressed, the screen in Figure 5-2 is displayed.

# 5.1.3.1 Choosing the FLAN Function

In the Function field type FLAN. The screen shown in Figure 5-3 is displayed. In the input field type "flan1" (flan1 must be a member of the partitioned dataset referenced by the ddname IISSSLIB) and press the <RETURN> key. Wait for the IISS Function Screen to return. Next type "ARTEST" in the Function field as shown in Figure 5-4.

The initial ARTEST screen is shown in Figure 5-5. In the command line, type "ADDFRM SCREEN TESTFORM" as shown in Figure 5-6 and press the <RETURN> key. Compare the appearance of the resulting screen with Figure 5-7.

# 5.1.3.2 Standalone Version of Flan on IBM

The dataset associated with the ddnames iissulib, iissslib, iissmlib, iissflib must be allocated previous to the call to FLANSA. The following clist describes how to invoke the standalone version of FLAN. The name of the file that is to be flanned should be passed in the clist.

```
PROC 0 FILE(.) LOAD(TIISS.R22.LOADLIB)

/*

/* This clist opens the required datasets for standalone FLAN.

/* The variable LOAD references the partitioned dataset /*

containing the executable member FLAN. The variable file /*

references the file to be flanned. It should be noted that /*

even though FLAN will open the dataset as either a ddname or /*

a member of a ddname, the letter method is not reached since /*

we allocate the file member as a ddname.

/*

IF .&FILE EQ . THEN EXIT

CONTROL NOFLACH NOMSG

ALLOCATE DDN(SYSPRINT) DSN(*) SHR

ALLOCATE DDN(SYSTEM) DSN(*) SHR

ALLOCATE DDN(IISSMLIB) DSN('TISS.R22.MSG') SHR REUSE

ALLOCATE DDN(IISSMLIB) DSN('TISS.R22.FORMS.FD') SHR REUSE

ALLOCATE DDN(IISSULIB) DSN('SDREJ.FORMS.FD') SHR REUSE

ALLOCATE DDN(&FILE) DSN('SDREJ.FORMS.FDL') SHR REUSE

ALLOCATE DDN(&FILE) DSN('SDREJ.FDRMS.FDL') SHR REUSE

CALL '&LOAD(FLANSA)' '&FILE'
```

## 5.1.3.1 Choosing the FLAN Function

In the Function field type FLAN. The screen shown in Figure 5-3 is displayed. In the input field type "flan1" (flan1 must be a member of the partitioned dataset referenced by the ddname IISSSLIB) and press the <RETURN> key. Wait for the IISS Function Screen to return. Next type "ARTEST" in the Function field as shown in Figure 5-4.

The initial ARTEST screen is shown in Figure 5-5. In the command line, type "ADDFRM SCREEN TESTFORM" as shown in Figure 5-6 and press the <RETURN> key. Compare the appearance of the resulting screen with Figure 5-7.

## 5.1.3.2 Standalone Version of Flan on IBM

The dataset associated with the ddnames iissulib, iissslib, iissmlib, iissflib must be allocated previous to the call to FLANSA. The following clist describes how to invoke the standalone version of FLAN. The name of the file that is to be flanned should be passed in the clist.

```
PROC 0 FILE(.) LOAD(TIISS.R22.LOADLIB)

/*

/* This clist opens the required datasets for standalone FLAN.

/* The variable LOAD references the partitioned dataset /*

containing the executable member FLAN. The variable file /*

references the file to be flanned. It should be noted that /*

even though FLAN will open the dataset as either a ddname or /*

a member of a ddname, the letter method is not reached since /*

we allocate the file member as a ddname.

/*

IF .&FILE EQ . THEN EXIT

CONTROL NOFLACH NOMSG

ALLOCATE DDN(SYSPRINT) DSN(*) SHR

ALLOCATE DDN(SYSTEM) DSN(*) SHR

ALLOCATE DDN(IISSMLIB) DSN('TISS.R22.MSG') SHR REUSE

ALLOCATE DDN(IISSFLIB) DSN('TISS.R22.FORMS.FD') SHR REUSE

ALLOCATE DDN(IISSULIB) DSN('SDREJ.FORMS.FD') SHR REUSE

ALLOCATE DDN(&FILE) DSN('SDREJ.FORMS.FDL(&FILE)')SHR REUSE

CALL '&LOAD(FLANSA)' '&FILE'
```

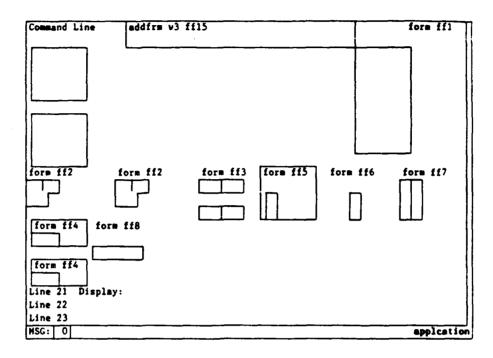


Figure 5-9a Test Case 1

CRITERION: Item I3 APPEARS IF 2 > 1

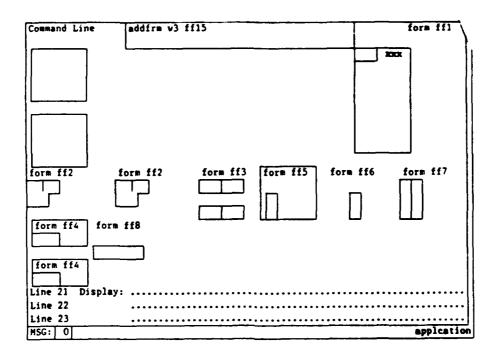


Figure 5-9b I3 Appears

Item I3 appears because the criterion evaluates to true.

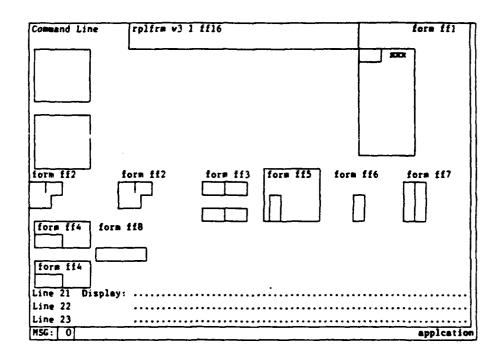


Figure 5-10a Test Case 2

CRITERION: Item I3 APPEARS IF 2 < 1

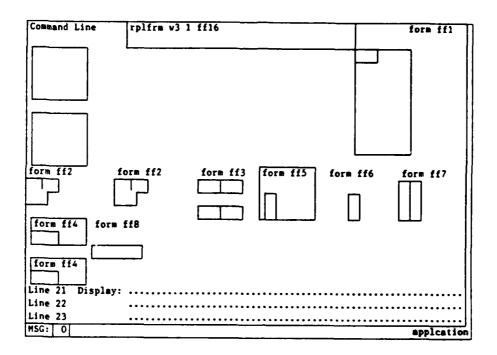


Figure 5-10b I3 Does Not Appear

Item I3 does not appear because the criterion evaluates to false.

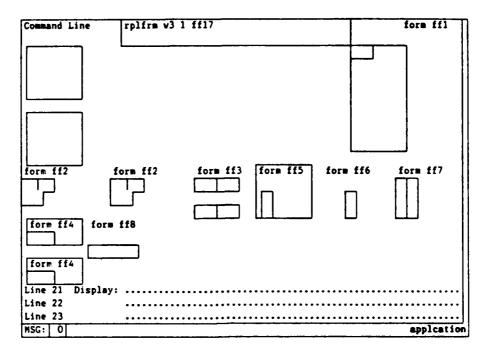


Figure 5-11a Test Case 3

CRITERION: Item I3 APPEARS IF I1 != 1

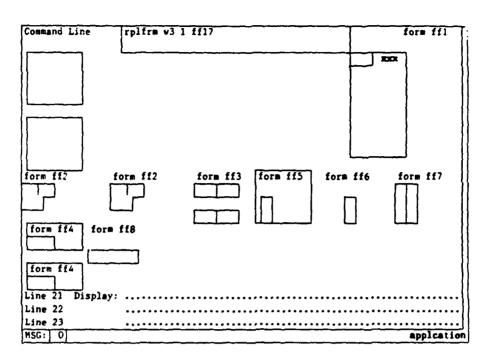


Figure 5-11b I3 Appears

Item I3 appears because the criterion evaluates to true.

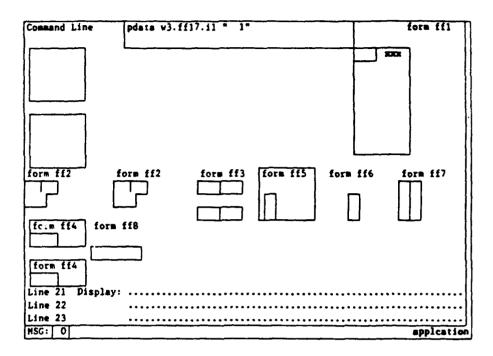


Figure 5-11c Change I1 Value

Set the value of I1 to "1".

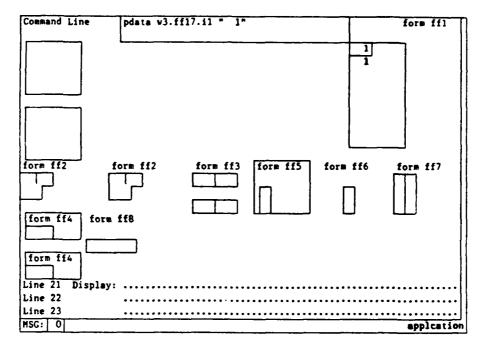


Figure 5-11d I3 Does Not Appear

Item I3 does not appear because the criterion evaluates to false.

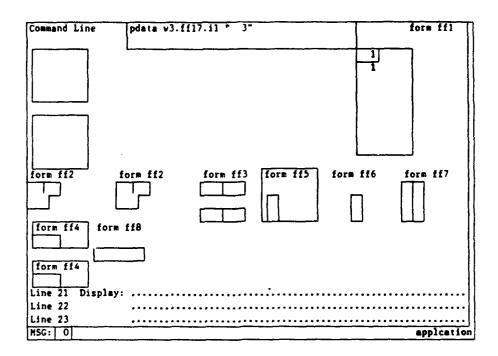


Figure 5-11e Change I1 Value

Set the value of I1 to " 3".

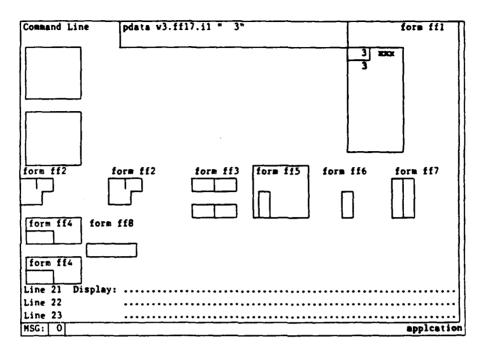


Figure 5-11f I3 Appears

Item I3 appears because the criterion evaluates to true.

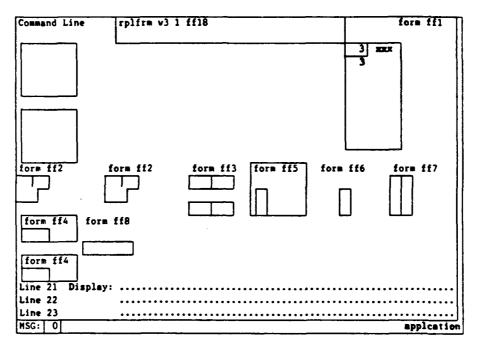


Figure 5-12a Test Case 4

CRITERION: Item I3 APPEARS IF BETWEEN('i1', 1, 10) I1 is defined to be numeric for this test.

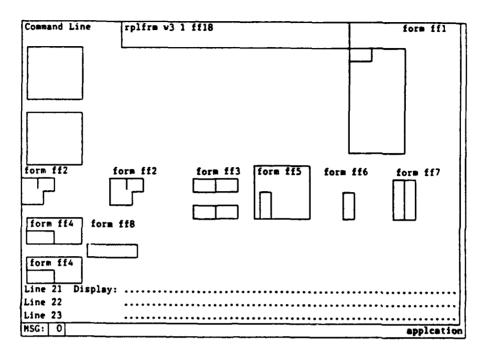


Figure 5-12b I3 Does Not Appear

Item I3 does not appear because the criterion evaluates to false.

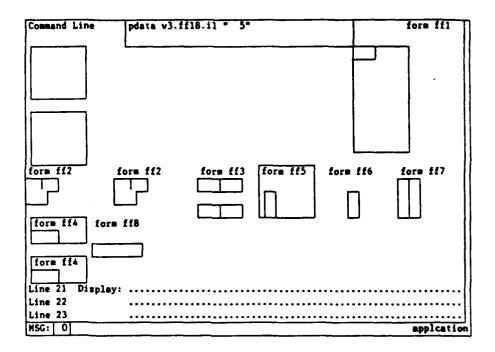


Figure 5-12c Change I1 Value

Set the value of I1 to " 5".

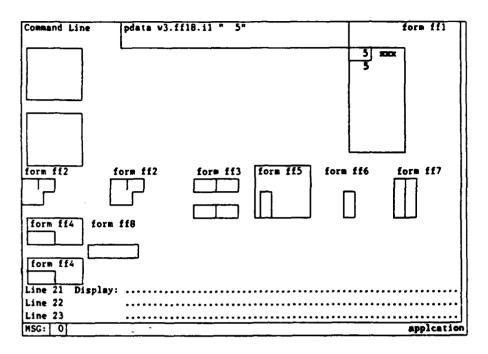


Figure 5-12d I3 Appears

Item I3 appears because the criterion evaluates to true.

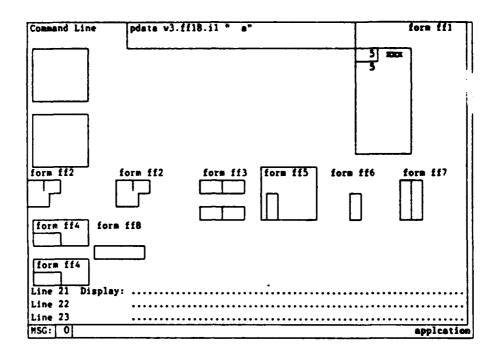


Figure 5-12e Change I1 Value

Set the value of Il to " a".

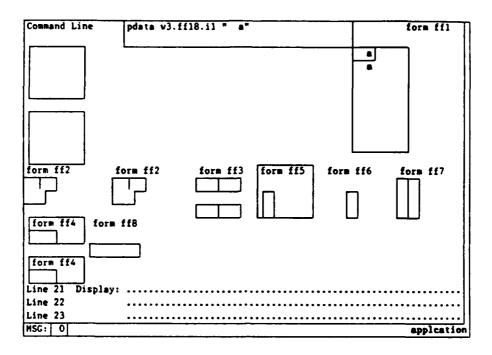


Figure 5-12f I3 Does Not Appear

Item I3 does not appear because the criterion evaluates to false.

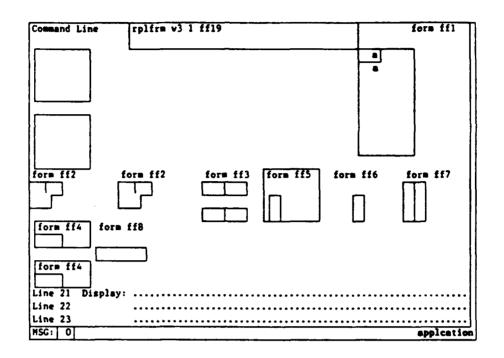


Figure 5-13a Test Case 5

CRITERION: Item I3 APPEARS IF IN('i1',0,1,2,3,4,5,6,7,8,9,10) I3 is defined as numeric for this test.

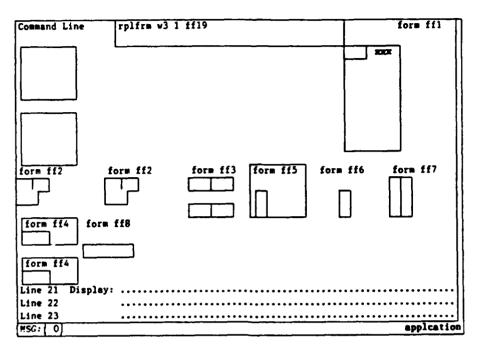


Figure 5-13b I3 Appears

Item I3 appears because the criterion evaluates to true.

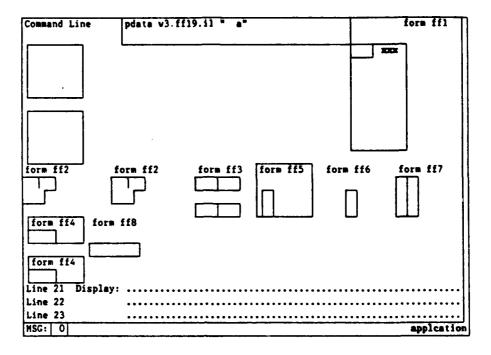


Figure 5-13c Change I1 Value

Set the value of I1 to "a".

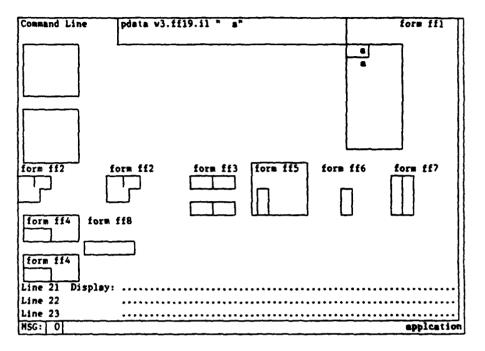


Figure 5-13d I3 Does Not Appear

Item I3 does not appear because the criterion evaluates to false.

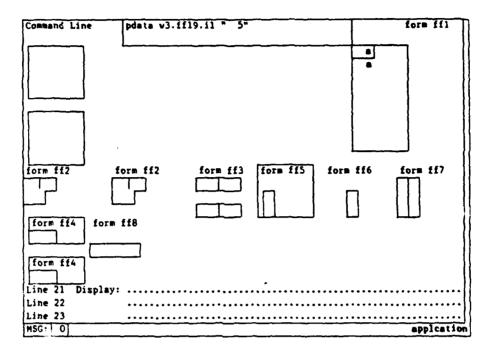


Figure 5-13e Change I1 Value

Set the value of I1 to "5".

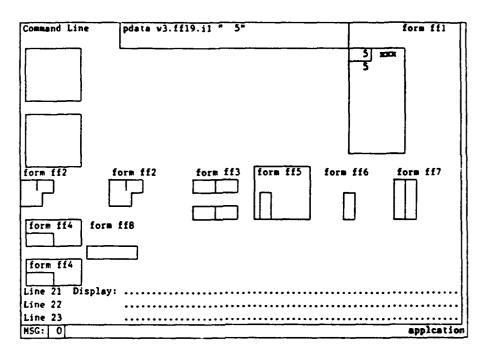


Figure 5-13f I3 Appears

Item I3 appears because the criterion evaluates to true.

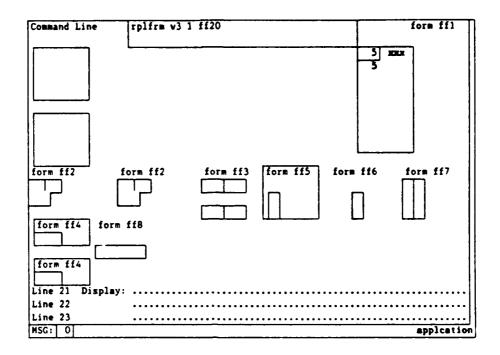


Figure 5-14a Test Case 6

CRITERION: Item I3 APPEARS IF 'I1' > 10 ? 1 : 0

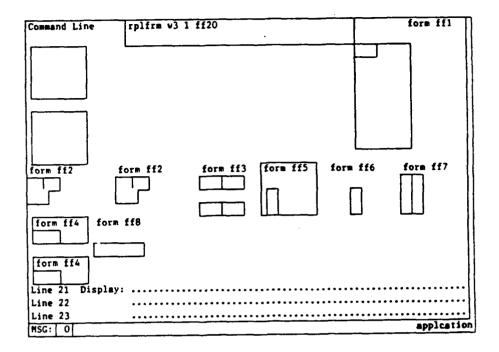


Figure 5-14b I3 Does Not Appear

Item I3 does not appear because the criterion evaluates to false.

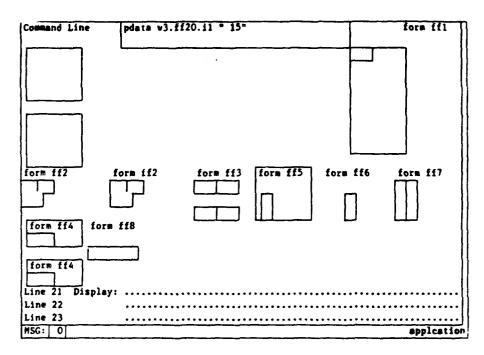


Figure 5-14c Change I1 Value

Set the value of I1 to "15".

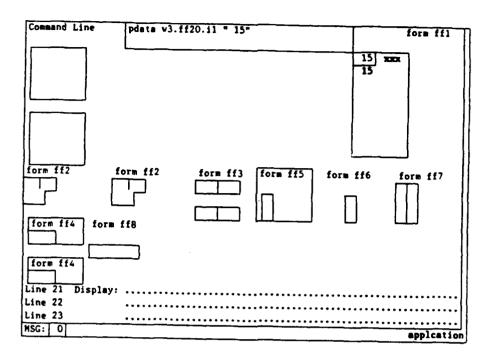


Figure 5-14d I3 Appears

Item I3 appears because the criterion evaluates to true.

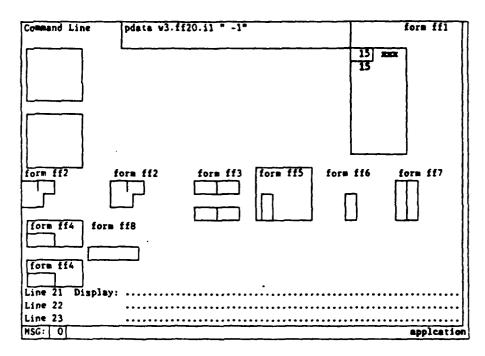


Figure 5-14e Change I1 Value

Set the value of Il to "-1".

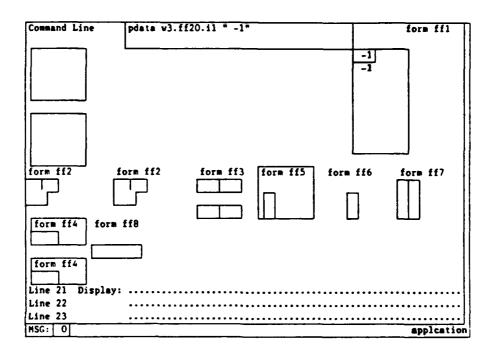


Figure 5-14f I3 Does Not Appear

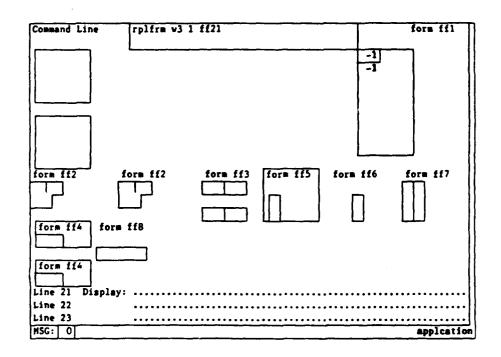


Figure 5-15a Test Case 7

CRITERION: Item I3 APPEARS IF 'Il' > "CCC" ? 1 : 0

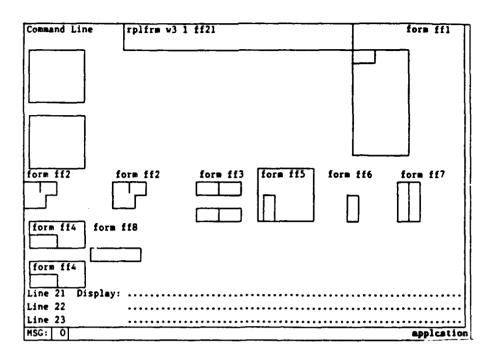


Figure 5-15b I3 Does Not Appear

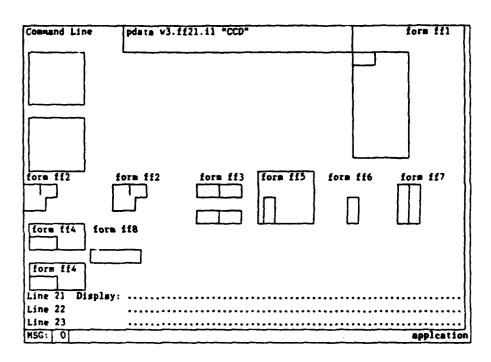


Figure 5-15c Change I1 Value

Set the value of il to "CCD".

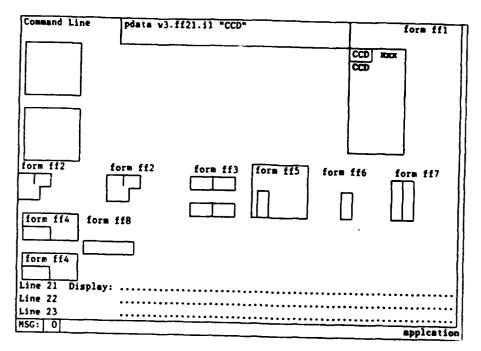


Figure 5-15d I3 Appears

Item I3 appears because the criterion evaluates to true.

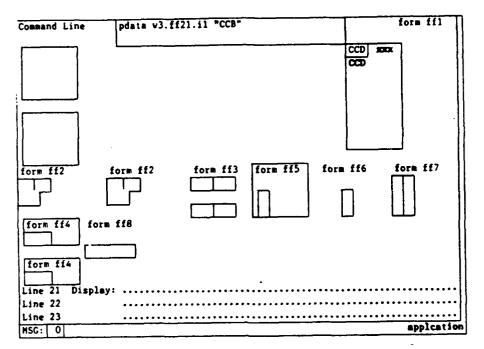


Figure 5-15e Change Il Value

Set the value of I1 to "CCB".

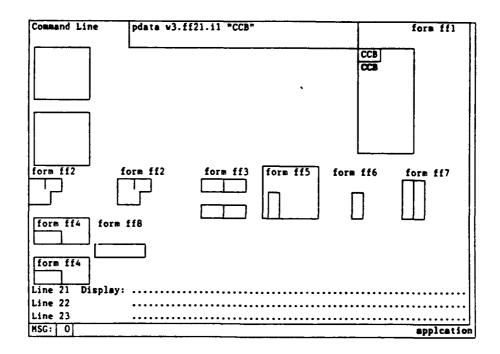


Figure 5-15f I3 Does Not Appear

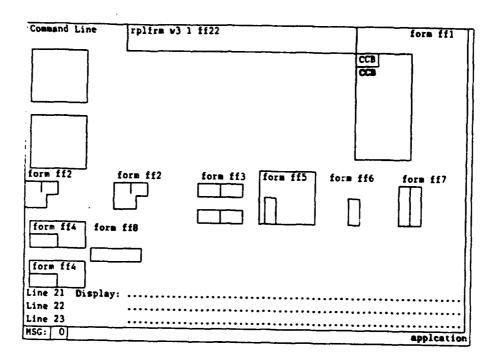


Figure 5-16a Test Case 8

CRITERION: Item I3 APPEARS IF NOT 'I1'

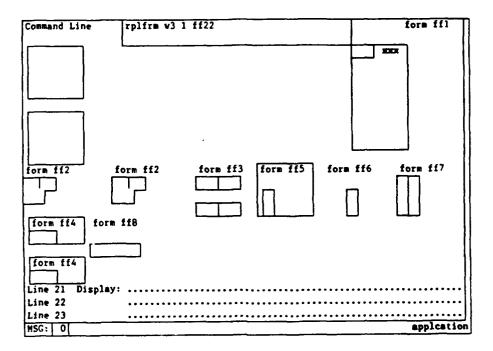


Figure 5-16b I3 Appears

Item I3 appears because the criterion evaluates to true.

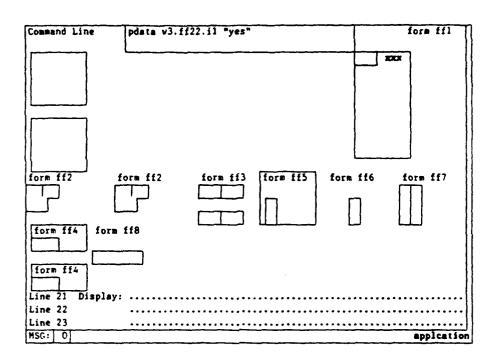


Figure 5-16c Change Il Value

Set the value of I1 to "yes".

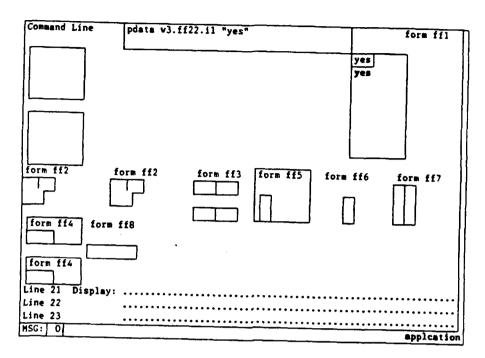


Figure 5-16d I3 Does Not Appear

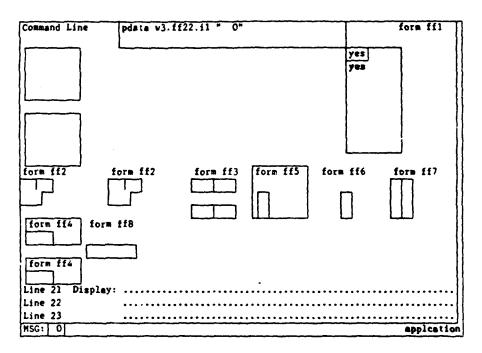


Figure 5-16e Change Il Value

Set the value of I1 to "0".

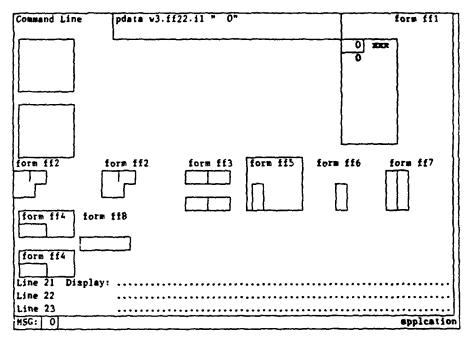


Figure 5-16f I3 Appears

Item I3 appears because the criterion evaluates to true.

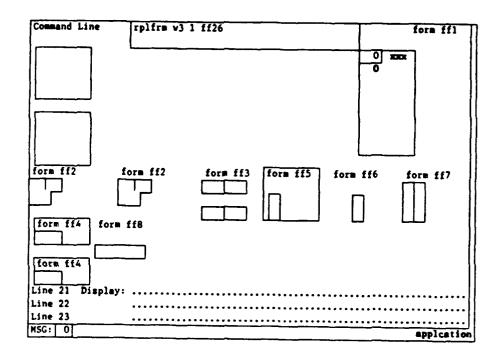


Figure 5-17a Test Case 9

CRITERION: Item I3 APPEARS IF NOT APPEARS('Il')

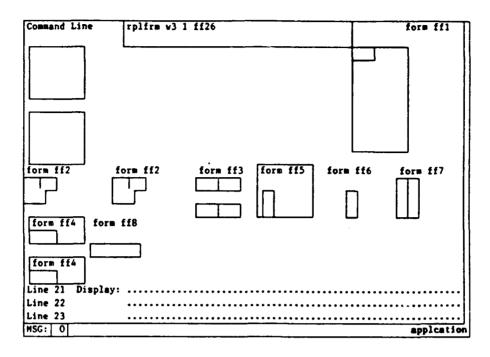


Figure 5-17b I3 Does Not Appear

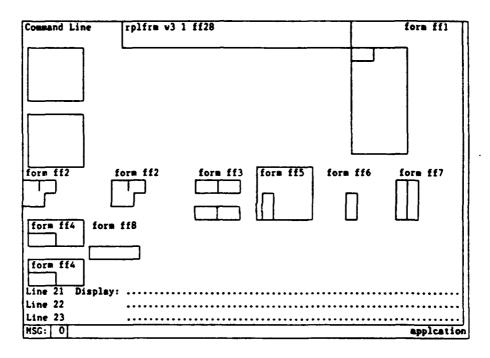


Figure 5-18a Test Case 10

CRITERION: Item I3 APPEARS IF APPEARS('ff28.i1')

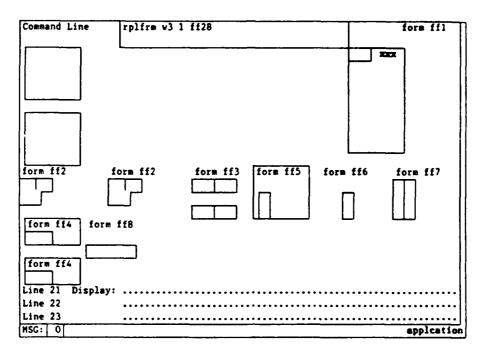


Figure 5-18b I3 Appears

Item I3 appears because the criterion evaluates to true.

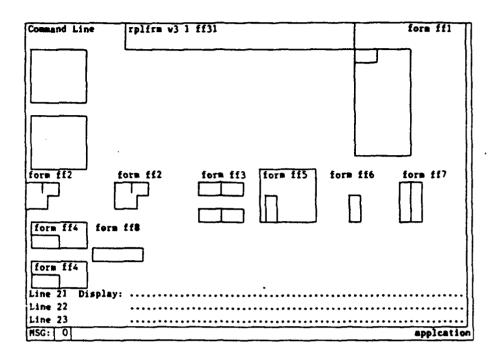


Figure 5-19a Test Case 11

CRITERION: Item I3 APPEARS IF 'Il' <= 0 OR 'Il' >= 10

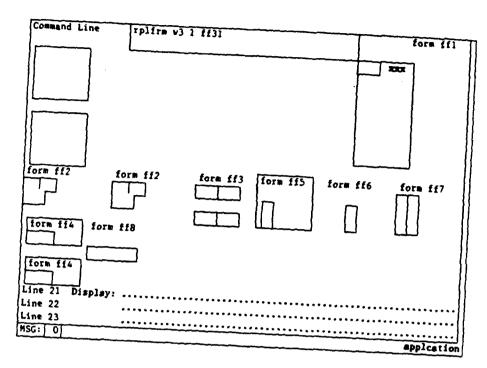


Figure 5-19b I3 Appears

Item I3 appears because the criterion evaluates to true.

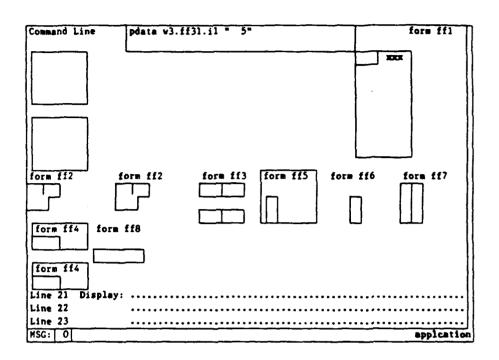


Figure 5-19c Change Il Value

Set the value of I1 to "5".

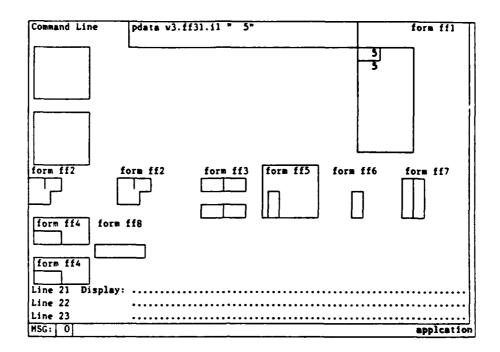


Figure 5-19d I3 Does Not Appear

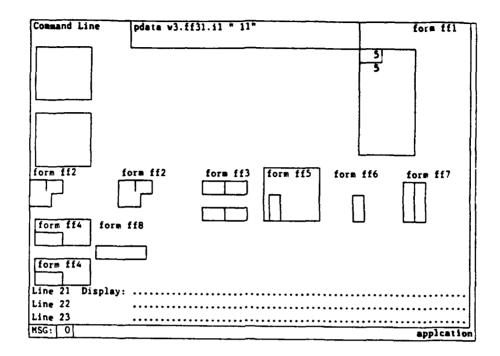


Figure 5-19e Change I1 Value

Set the value of I1 to "11".

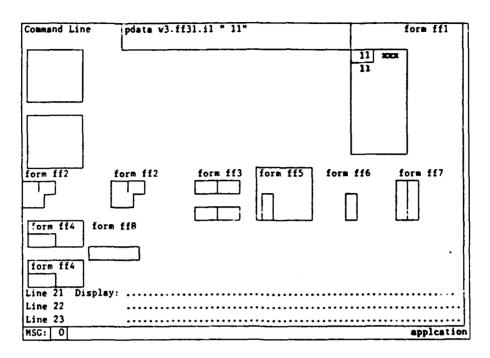


Figure 5-19f I3 Appears

Item I3 appears because the criterion evaluates to true.

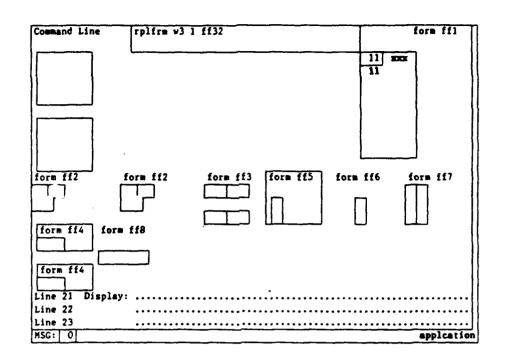


Figure 5-20a Test Case 12

CRITERION: Item I3 APPEARS IF 'II' != 11 AND 'II' >= 10

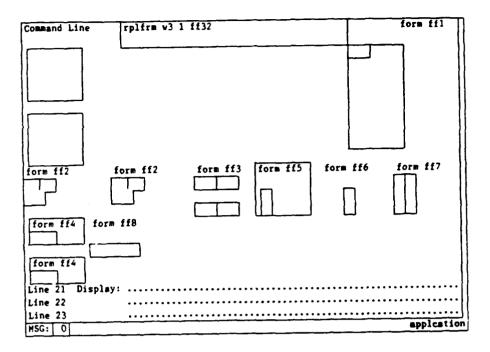


Figure 5-20b I3 Does Not Appear

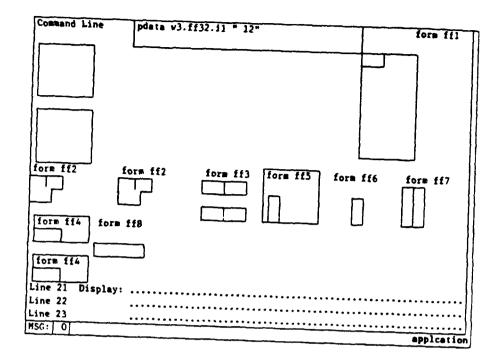


Figure 5-20c Change I1 Value

Set the value of I1 to "12".

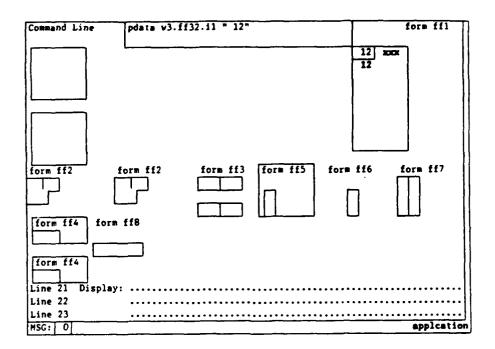


Figure 5-20d I3 Appears

Item I3 appears because the criterion evaluates to true.

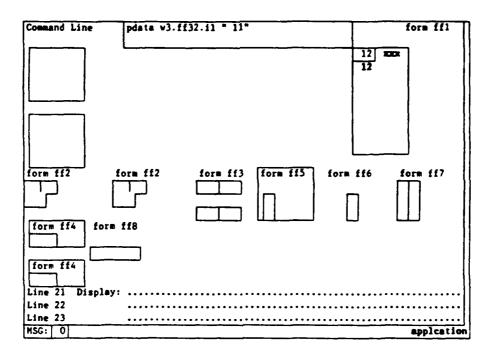


Figure 5-20e Change Il Value

Set the value of I1 to "11".

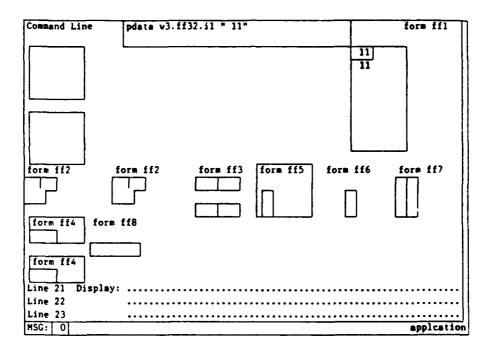


Figure 5-20f I3 Does Not Appear

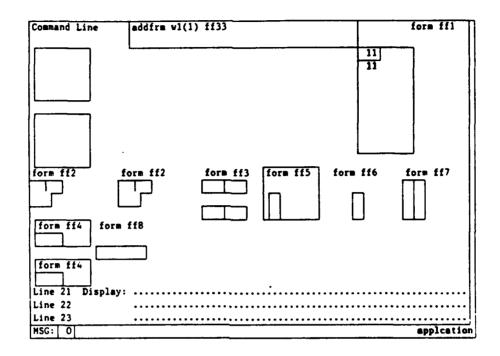


Figure 5-21a Test Case 13

CRITERION: Item I3 APPEARS IF GWINDO('.w3') > 1

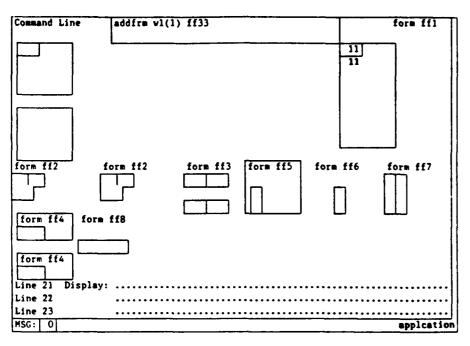


Figure 5-21b I3 Does Not Appear

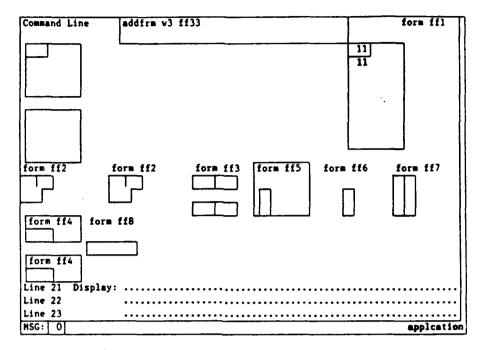


Figure 5-21c Create Page 2 in W3

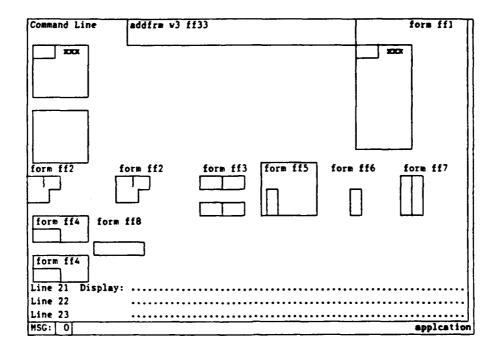


Figure 5-21d I3 Appears

Item I3 appears because the criterion evaluates to true.

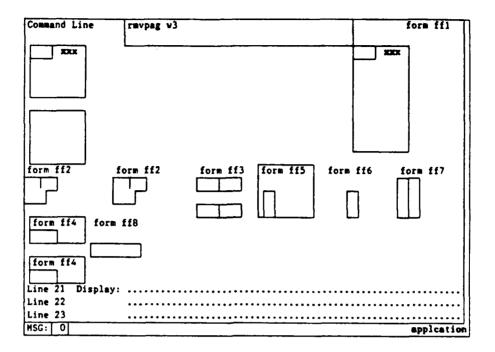


Figure 5-21e Remove Page 2 in W3

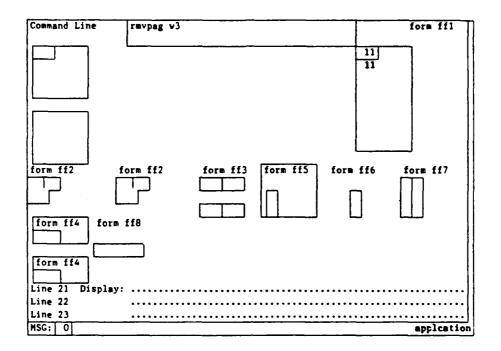


Figure 5-21f I3 Does Not Appear

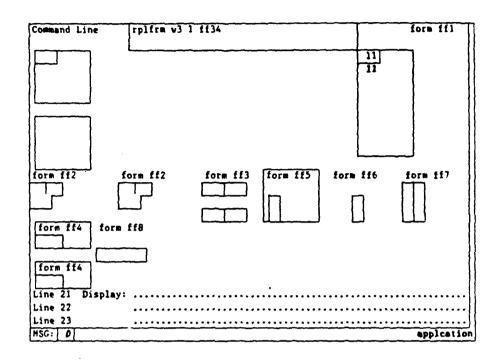


Figure 5-22a Test Case 14

CRITERION: Item I3 APPEARS IF CURSOR('i2')

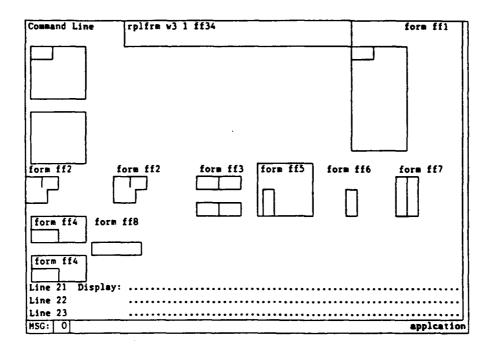


Figure 5-22b I3 Does Not Appear

Move the cursor to Item I2 and press the <ENTER> key.

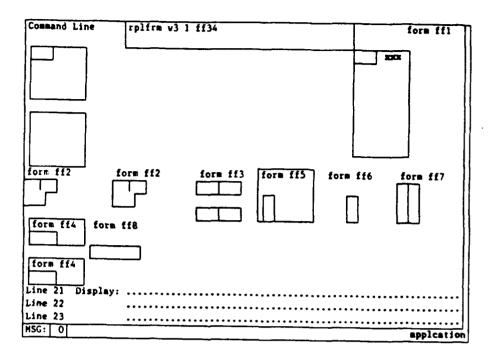


Figure 5-22c I3 Appears

Item I3 appears because the criterion evaluates to true.

Move the cursor out of Item I2 and press the <ENTER> key.

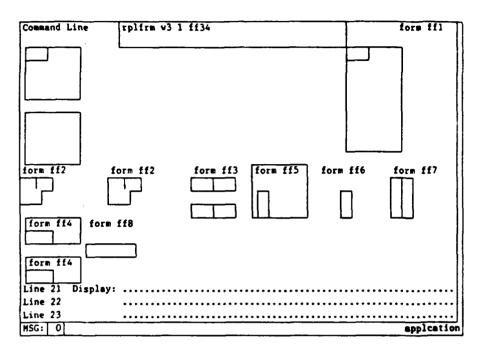


Figure 5-22d I3 Does Not Appear

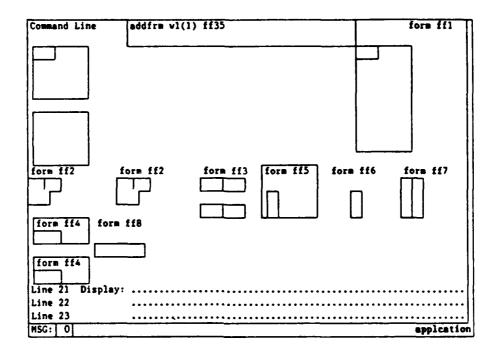


Figure 5-23a Test Case 15

CRITERION: Item I3 APPEARS IF GPAGE('.w3',1) = "ff3"

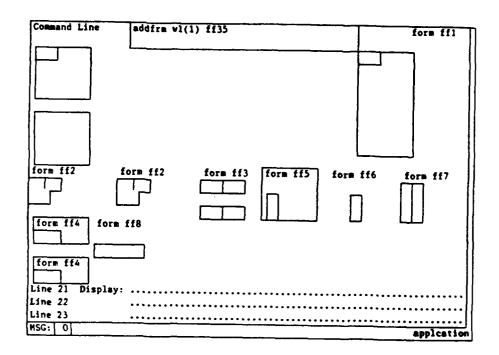


Figure 5-23b I3 Does Not Appear in W1

Item I3 does not appear because the criterion evaluates to false.  $\ensuremath{\text{a}}$ 

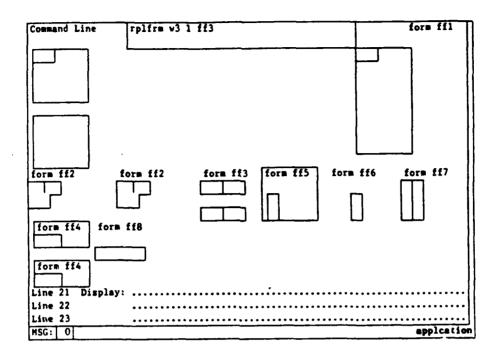


Figure 5-23c Change Contents of Page 1 in W3
Replace form ff35 on Page 1 of W3 with ff3.

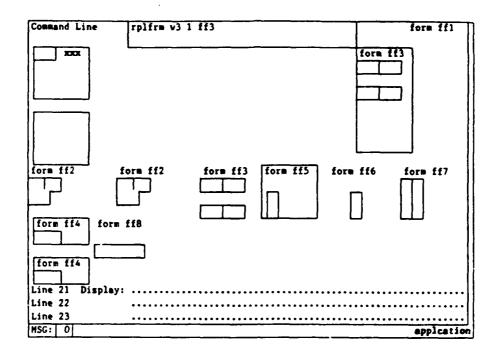


Figure 5-23d I3 Appears in W1

Item I3 appears because the criterion evaluates to true.

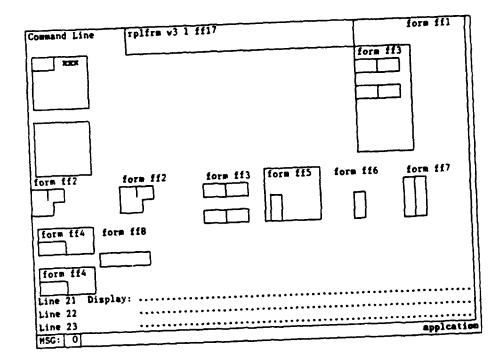


Figure 5-23e Change Contents of Page 1 in W3.

Replace ff3 in Page 1 of W3 with ff17.

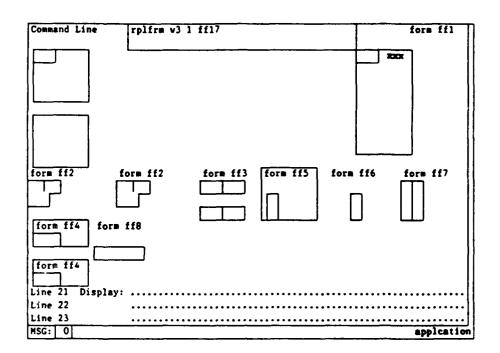


Figure 5-23f I3 Does Not Appear in W1

Item I3 does not appear because the criterion evaluates to false.

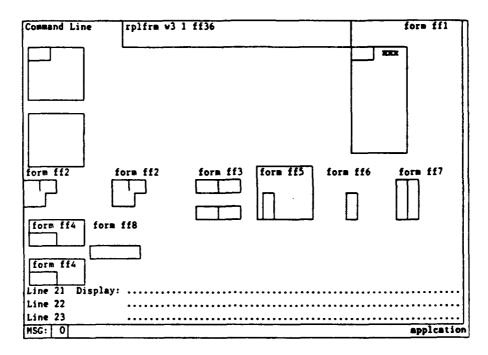


Figure 5-24a Test Case 16

CRITERION: Item I3 APPEARS IF GETATT ('I1', 0) != "INPUT"

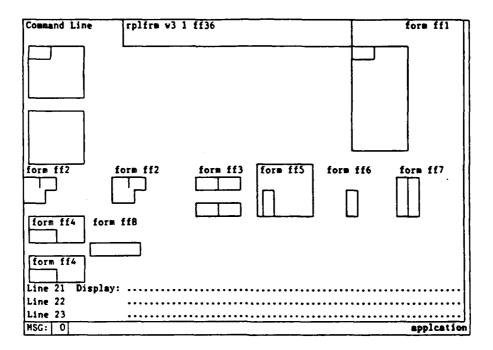


Figure 5-24b I3 Does Not Appear

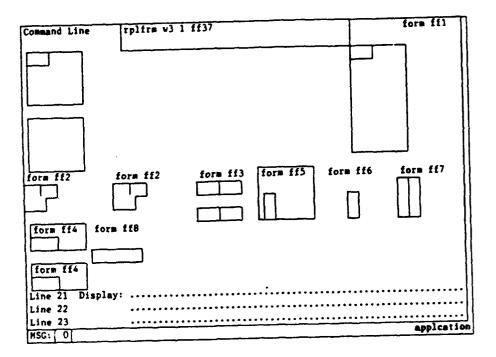


Figure 5-25a Test Case 17

CRITERION: Item I3 APPEARS IF NOT GETATT('I1', 0) != "INPUT"

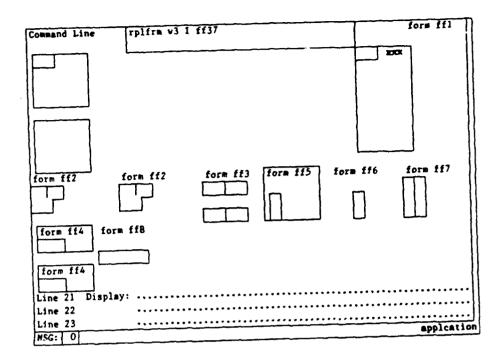


Figure 5-25b I3 Appears

Item I3 appears because the criterion evaluates to true.

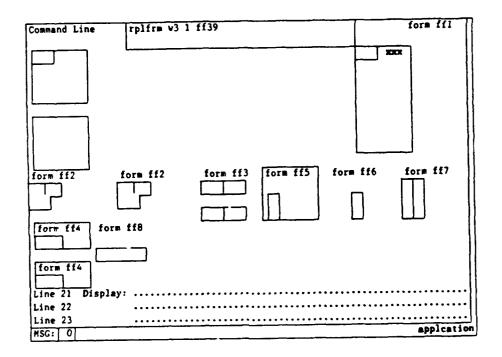


Figure 5-26a Test Case 18

CRITERION: Item I3 APPEARS IF NOT ROLE("manager")

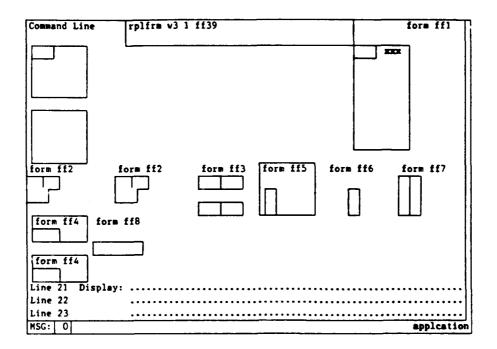


Figure 5-26b I3 Appears

Item I3 appears because the criterion evaluates to true.

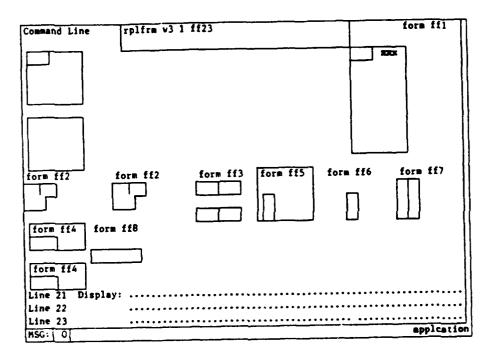


Figure 5-27a Test Case 19

CRITERION: Item I3 APPEARS IF
IN(BETWEEN('I1', 1, 10), 1, 2, 3, 4)
I3 is defined as numeric for this test.

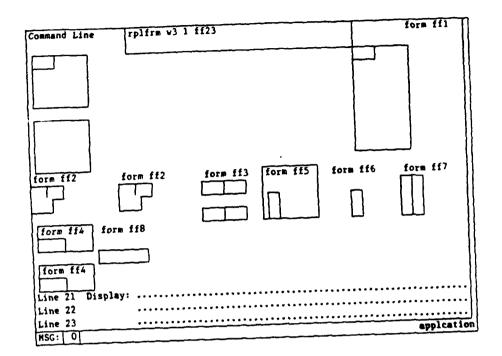


Figure 5-27b I3 Does Not Appear

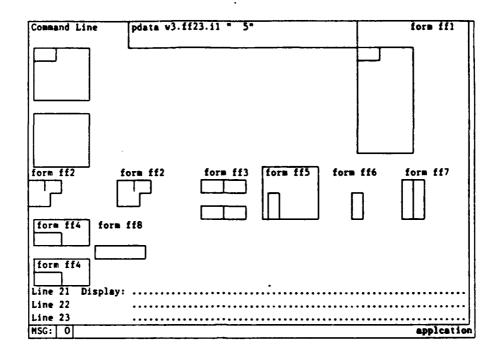


Figure 5-27c Change Il Value

Set the value of I1 to "5".

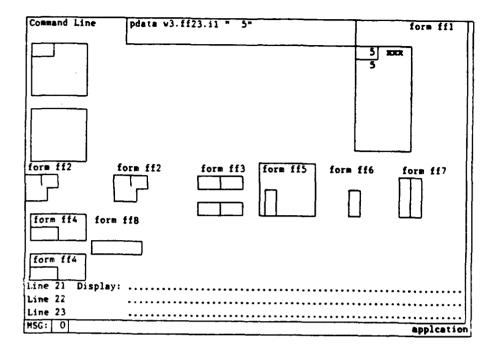


Figure 5-27d I3 Appears

Item I3 appears because the criterion evaluates to true.

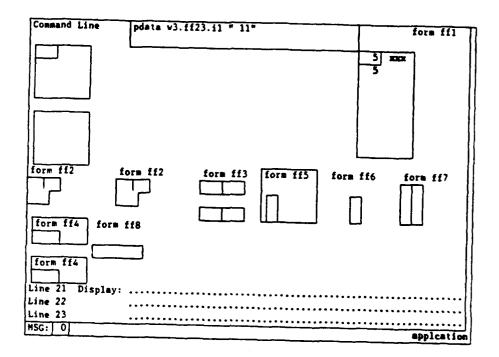


Figure 5-27e Change I1 Value

Set the value of I1 to "11".

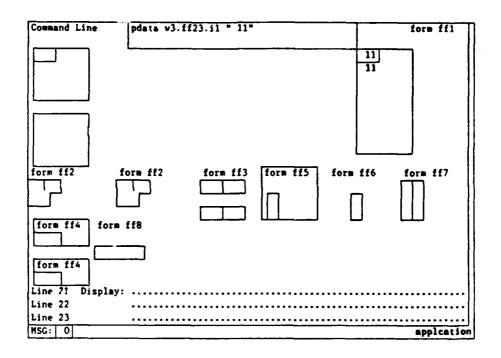


Figure 5-27f I3 Does Not Appear

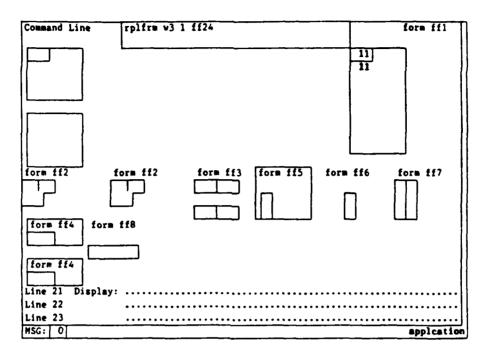


Figure 5-28a Test Case 20

CRITERION: Item I3 APPEARS IF

"CCC"), 1, 2, 3, 4)

IN(BETWEEN('il', "AAA",

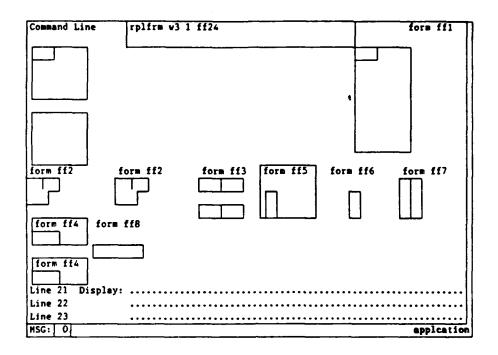


Figure 5-28b I3 Does Not Appear

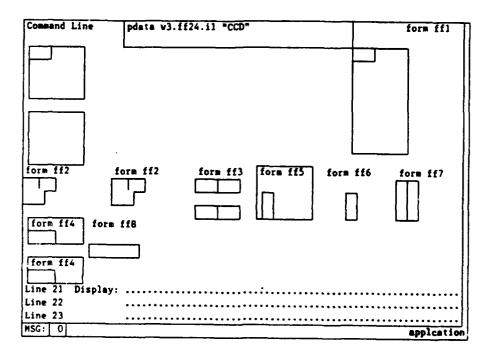


Figure 5-28c Change Il Value

Set the value of I1 to "CCD".

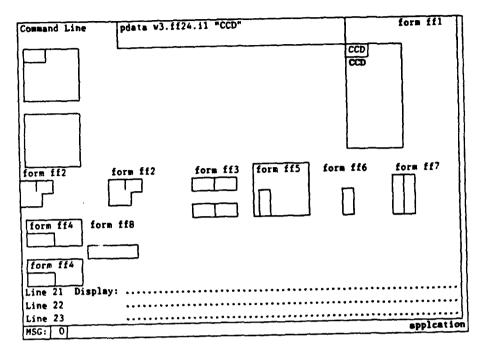


Figure 5-28d I3 Does Not Appear

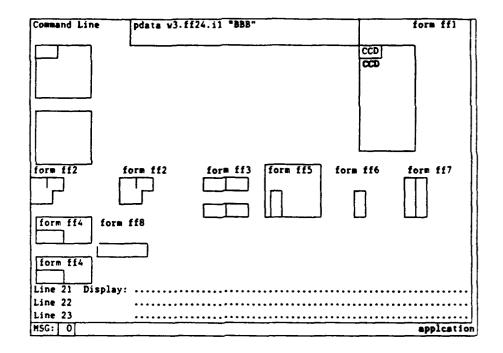


Figure 5-28e Change Il Value

Set the value of Il to "BBB".

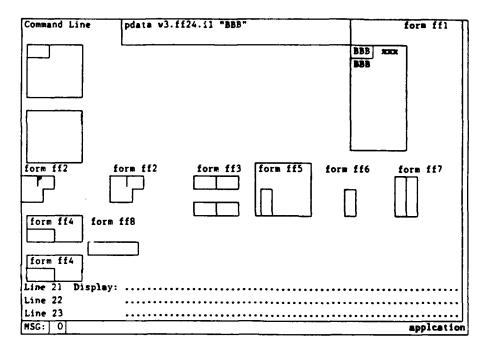


Figure 5-28f I3 Appears

Item I3 appears because the criterion evaluates to true.

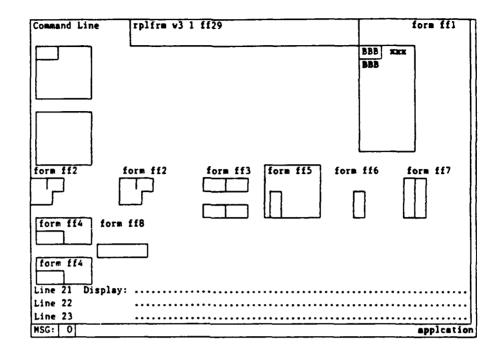


Figure 5-29a Test Case 21

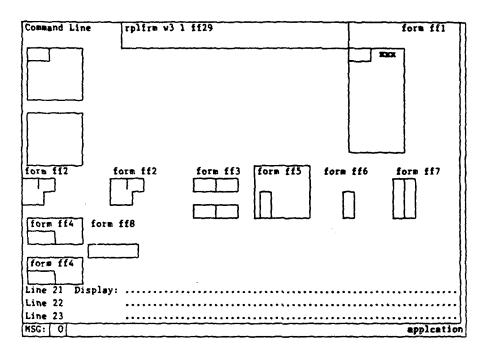


Figure 5-29b I3 Appears

Item I3 appears because the criterion evaluates to true.

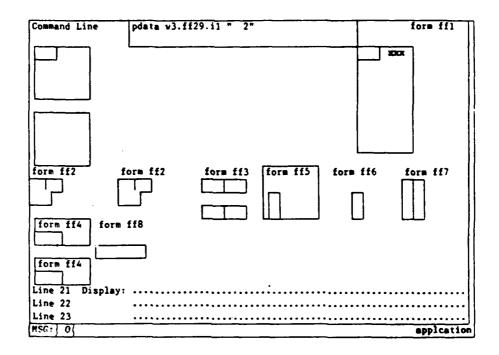


Figure 5-29c Change Il Value

Set the value of I1 to "2".

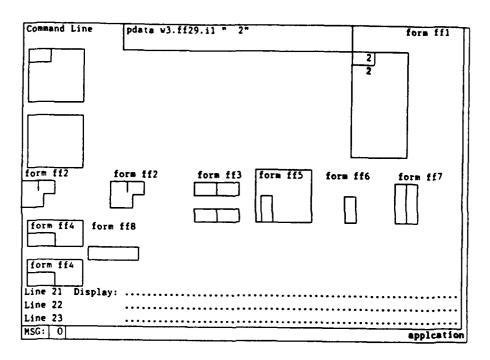


Figure 5-29d I3 Does Not Appear

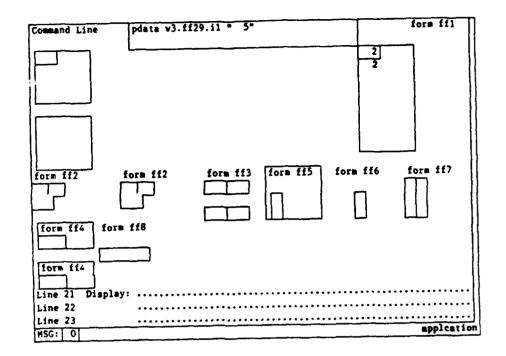


Figure 5-29e Change Il Value

Set the value of I1 to "5".

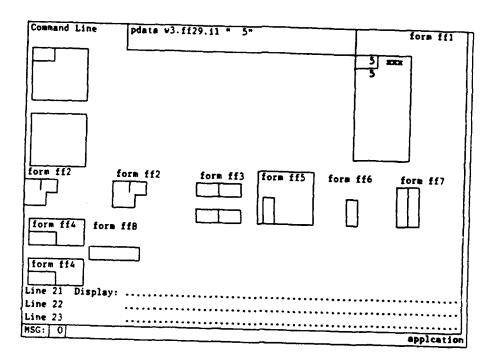


Figure 5-29f I3 Appears

Item I3 appears because the criterion evaluates to true.

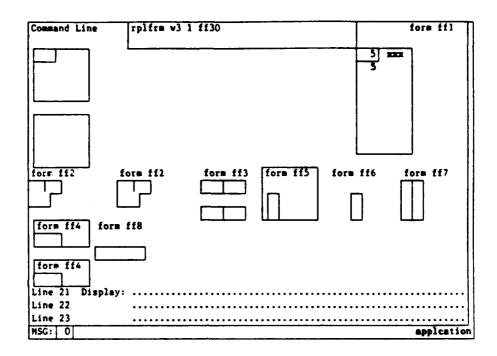


Figure 5-30a Test Case 22

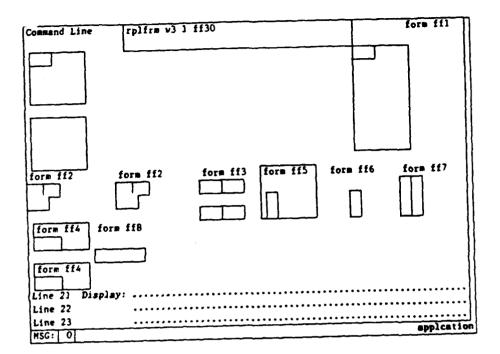


Figure 5-30b I3 Does Not Appear

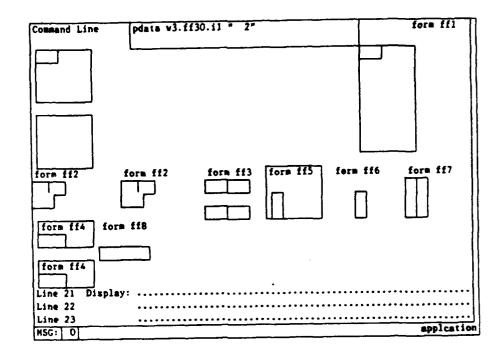


Figure 5-30c Change I1 Value

Set the value of I1 to "2".

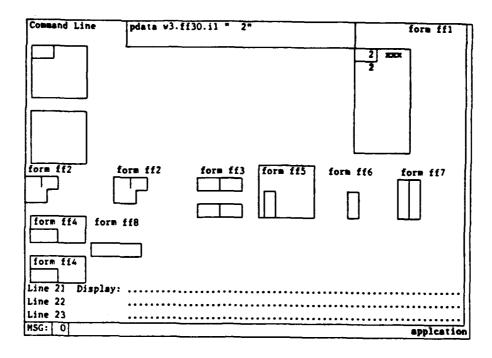


Figure 5-30d I3 Appears

Item I3 appears because the criterion evaluates to true.

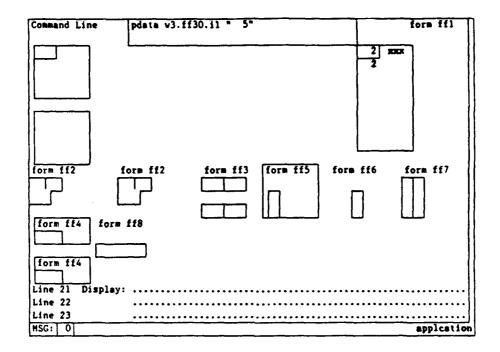


Figure 5-30e Change Il Value

Set the value of II to "5".

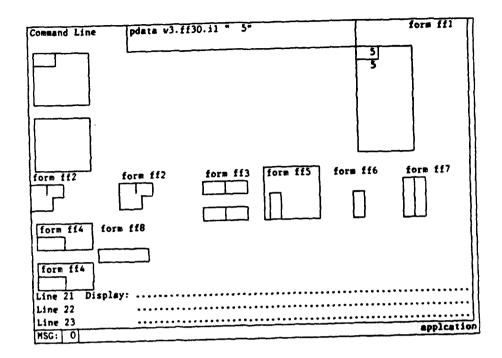


Figure 5-30f I3 Does Not Appear

Item I3 does not appear because the criterion evaluates to false.

The following test case tests the APPEARS IF criterion for the form field F1.

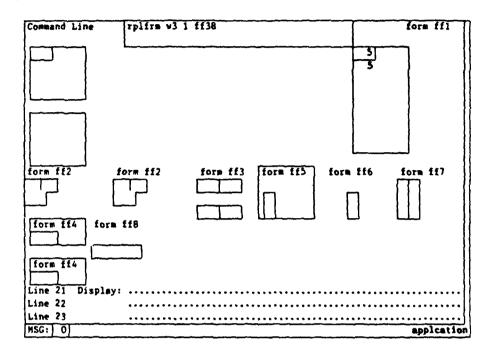


Figure 5-31a Test Case 23

CRITERION: Form F1 APPEARS IF 'Il' > 10 ? 1 : 0

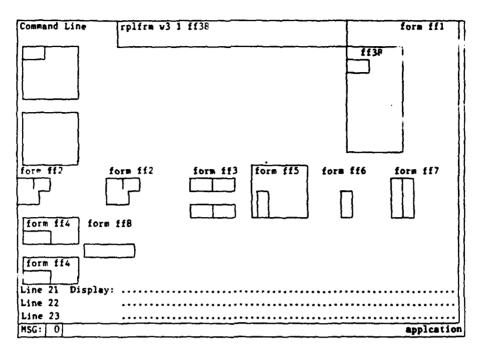


Figure 5-31b F1 Does Not Appear

Form F1 does not appear because the criterion evaluates to false.

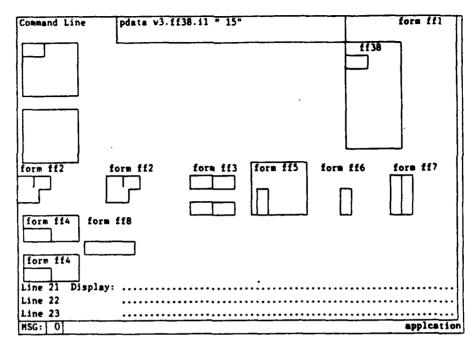


Figure 5-31c Change Il Value

Set the value of I1 to "15".

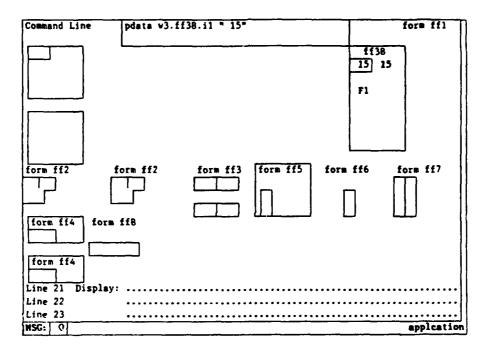


Figure 5-31d F1 Appears

Form F1 appears because the criterion evaluates to true.

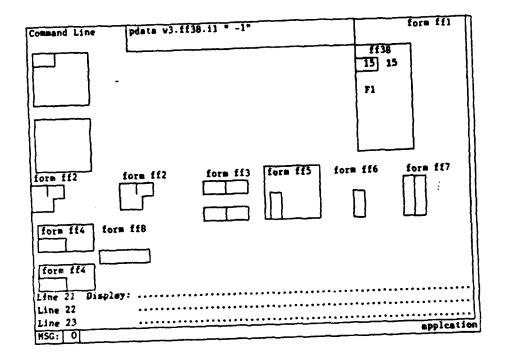


Figure 5-31e Change Il Value

Set the value of I1 to "-1".

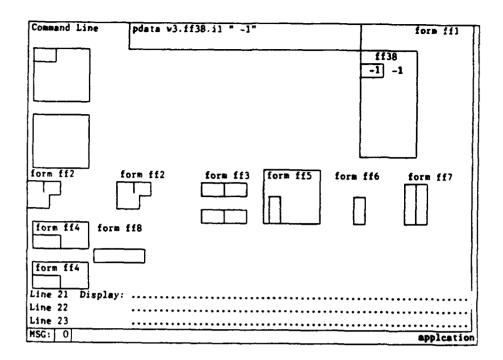


Figure 5-31f F1 Does Not Appear

Form F1 does not appear because the criterion evaluates to false.

The following test case tests the APPEARS IF criterion for the window field W1.

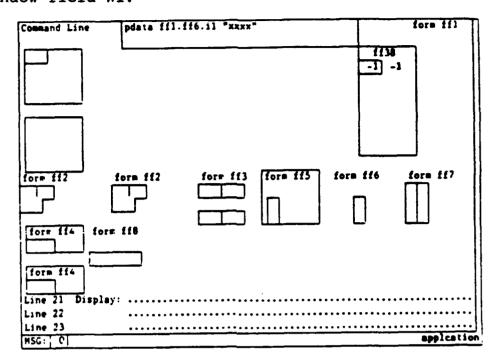


Figure 5-32a Test Case 24

CRITERION: Window W1 APPEARS IF 'ff1.ff6.i1' < "llll" Set the value of FF6.I1 to "xxxx".

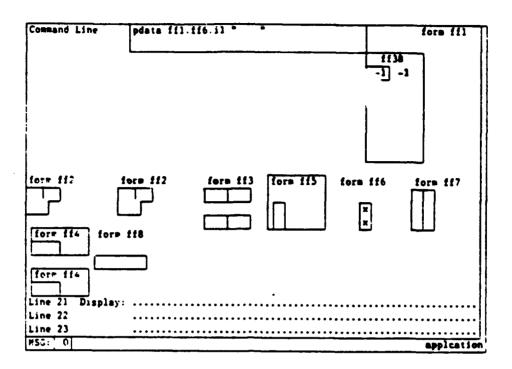


Figure 5-32c Change FF6.I1 Value

Set the value of FF6.Il to blank.

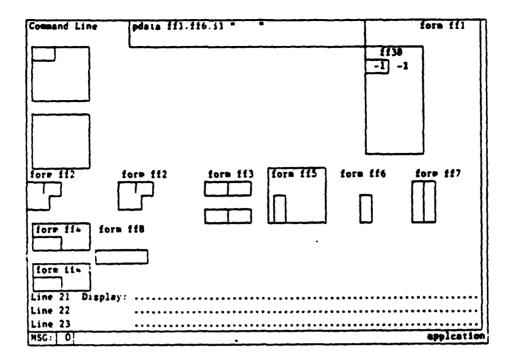


Figure 5-32d W1 Appears

Window W1 appears because the criterion evaluates to true.

This concludes the tests for the APPEARS IF syntax. Press the <QUIT> key twice to terminate ARTEST and return to the system prompt.

### 5.2 Graph Test Description

Two test programs are used to test the Graph definition Language (GDL). The test program GRFTST uses explicit FP calls to place the form within a window, place data within the form fields where the graph data is to be located, display the graph form, and remove the graph form from the window. Since the program issues the pdata using data from internal arrays, no data entry is required by the tester.

The test program GRAFDE is an interactive application that is generated using the Rapid Application Generator. GRAFDE represents user entered data as a pie, bar, or line graph.

### 5.2.1 Graph Test Control

As outlined, this unit test is a manual test which may be done by anyone. The required input data for each function being tested, the resulting successful output and the order of the testing are completely specified below. Accurate observation of the resulting successful output must be made to ensure the unit test was done properly.

### 5.2.2 Graph Test Procedures

To run the unit test, you must be logged on to an IISS account. The NTM must be up and running and the UI symbolic names IISSFLIB, IISSULIB and IISSMLIB must be defined as described in the host specific sections. For the IBM version, please reference Section 5.1.3.

### 5.2.2.1 Graph VAX Test Procedures

To run the unit test plan in the VAX/VMS environment as outlined below, one must be logged onto an IISS account. The NTM must be up and running and the UI logical names IISSFLIB, IISSULIB, IISSSLIB, and IISSMLIB must be set properly at the group level. IISSFLIB points to the directory containing system form definitions (FD files). IISSULIB points to the directory containing the user's form definitions (FD files). IISSSLIB points to the directory containing the directory containing the user's form definition source files (FDL files). IISSMLIB points to the directory containing the UI error and help messages (MSG files). To perform this test IISSULIB and IISSSLIB must be pointing to the default directory.

Assuming the NTM is up and running, an IISS user may start this test as follows:

\$ SET DEF <to directory containing NTM environment>
\$ TEK4100

These commands start up the TEK4100 device driver.

## 5.2.2.1.1 Access to GDL Test Programs

Following entry of the system command "TEK4100" which activates the User Interface the following form appears:

USER ID:	
PASSWORD:	
ROLE:	
Msg: 0	applcation

### Figure 5-33 IISS Logon Screen

- (1) USER ID is the identification name of the user, and is 1 to 10 alpha-numeric characters. USER ID is input as "MORENC".
- (2) PASSWORD must be the password associated with the USER ID, and is 1 to 10 alpha-numeric characters. PASSWORD was input as "STANLEY".
- (3) ROLE is any of the identifiers which are associated with the USER ID, and is 1 to 10 alpha-numeric characters. It will be checked against functions and applications which are selected by the user. ROLE is input as "MANAGER".

When this form is correctly completed and the <ENTER> key is pressed, the IISS Function Screen is displayed.

IISST	EST BED VERSION 2.3
DATE:/ TIM	ME_:_:_ USER ID: ROLE:
FUNCTION:	DEVICE TYPE: DEVICE NAME:
Msg: 0	applcation

Figure 5-34 IISS Function Screen

When this form appears, the cursor is located in the input field labeled FUNCTION. The items in the form are summarized below:

- (1) DATE contains the current date. This may not be changed by the user.
- (2) TIME contains the current time. This may not be changed by the user.
- (3) USER ID is the user's identification that was entered in the previous form. This may not be changed by the user.
- (4) ROLE is the currently active role and was entered in the previous form. This may be changed at any time.
- (5) FUNCTION is the function the user desires to activate.

To run the GDL test programs, proceed as described in the following sections.

## 5.2.2.1.2 Running the GRFTST Program

To run the GRFTST program, enter "GRFTST" in the FUNCTION field on the IISS Function Screen and press the <ENTER> key. This program produces the 27 graphs shown in Appendix C. Test Graph A is displayed when the program begins. Each succeeding graph is displayed by repeatedly pressing the <ENTER> key. Before proceeding to the next graph, the graph displayed on the terminal screen should be compared with the corresponding graph in Appendix C. When all 27 graphs have been displayed and compared, a final press of the <ENTER> key terminates the program and redisplays the IISS Function Screen.

### 5.2.2.1.3 Running the GRAFDE Program

To run the GRAFDE program, enter "GRAFDE" in the FUNCTION field on the IISS Function Screen and press the <ENTER> key. The following screen is displayed.

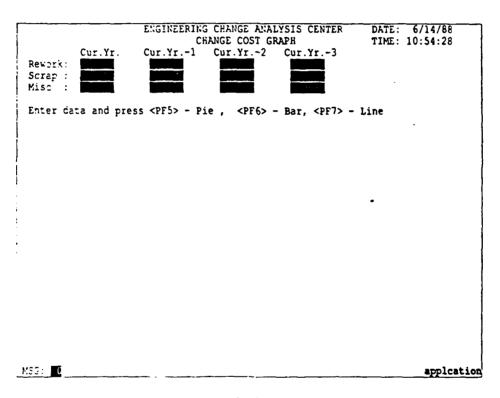


Figure 5-35 Initial GRAFDE Screen

Enter the data as shown in Figure 5-36 and press the appropriate function key to produce the desired graph as described in Table 5-1.

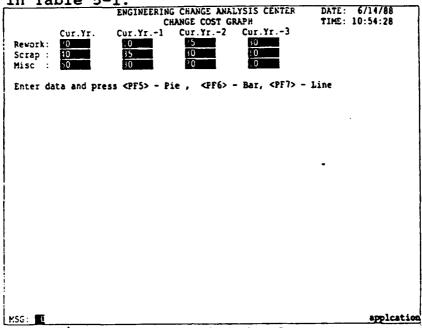


Figure 5-36 Test Data for GRAFDE

A total of six separate screens may be presented using the data. To display the appropriate graph, press the indicated function key.

	APPENDIX FIGURE	DESCRIPTION
5	B-1	Pie chart with percentages outside
6	B-2	Horizontal bar chart
7	B-3	Line graph
9	B-4	Pie chart with percentages inside and
		labels
10	B-5	Vertical bar chart
11	B-6	Line chart with area under curves
		shaded
4		Quit application

Table 5-1 PFKEY and Figure Correlation

The screens displayed should be compared with the indicated graph figures in Appendix D. Only the time/date stamps should differ.

# 5.3 2-D Graphics Test Description

A test program is used to test the 2-D graphics on forms (icons). The test program ICONTST, written in FDL, is an application that is generated using the Rapid Application Generator. ICONTST will display an icon, a graphics form with all of the supported 2-D graphics primitives, and allow the scrolling of graphics on a form within a window.

## 5.3.1 2-D Graphics Test Control

As outlined, this unit test is a manual test which may be done by anyone. The required input data for each function being tested, the resulting successful output and the order of the testing are completely specified below. Accurate observation of the resulting successful output must be made to ensure the unit test was done properly.

## 5.3.2 2-D Graphics Test Procedures

To run the unit test, you must be logged on to an IISS account. The NTM must be up and running and the UI symbolic names IISSFLIB, IISSULIB and IISSMLIB must be defined as described in the host specific sections. For the IBM version, please reference Section 5.1.3.

## 5.3.2.1 2-D Graphics VAX Test Procedures

To run the unit test plan in the VAX/VMS environment as outlined below, one must be logged onto an IISS account. The NTM must be up and running and the UI logical names IISSFLIB, IISSULIB, IISSSLIB, and IISSMLIB must be set properly at the group level. IISSFLIB points to the directory containing system form definitions (FD files). IISSULIB points to the directory containing the user's form definitions (FD files). IISSSLIB points to the directory containing the user's form definition source files (FDL files). IISSMLIB points to the directory containing the UI error and help messages (MSG files). To perform this test IISSULIB and IISSSLIB must be pointing to the default directory.

Assuming the NTM is up and running, an IISS user may start this test as follows:

\$ SET DEF <to directory containing NTM environment>
\$ TEK4100

These commands start up the TEK4100 device driver.

applcation

# 5.3.2.1.1 Access to 2-D Graphics Test Programs

Msq: 0

activ	Following entry of the systates the User Interface the	ne following	"TEK4100" which form appears:	
	USER ID:		_	
	PASSWORD:	<del></del>	-	
	ROLE:		_	

## Figure 5-37 IISS Logon Screen

- (1) USER ID is the identification name of the user, and is 1 to 10 alpha-numeric characters. USER ID is input as "MORENC".
- (2) PASSWORD must be the password associated with the USER ID, and is 1 to 10 alpha-numeric characters. PASSWORD was input as "STANLEY".
- (3) ROLE is any of the identifiers which are associated with the USER ID, and is 1 to 10 alpha-numeric characters. It will be checked against functions and applications which are selected by the user. ROLE is input as "MANAGER".

When this form is correctly completed and the <ENTER> key is pressed, the IISS Function Screen is displayed.

IISS	TEST BED VERS	ION 2.3
DATE://	TIME_:_:_ USER ID:_	ROLE:
FUNCTION:	DEVICE TYPE:	DEVICE NAME:
Msg: 0		applcation

Figure 5-38 IISS Function Screen

When this form appears, the cursor is located in the input field labeled FUNCTION. The items in the form are summarized below:

- (1) DATE contains the current date. This may not be changed by the user.
- (2) TIME contains the current time. This may not be changed by the user.
- (3) USER ID is the user's identification that was entered in the previous form. This may not be changed by the user.
- (4) ROLE is the currently active role and was entered in the previous form. This may be changed at any time.
- (5) FUNCTION is the function the user desires to activate.

To run the 2-D graphics test programs, proceed as described in the following sections.

# 5.3.2.1.2 Running the INCONTST Program

## ACTIVITY A:

To run the ICONTST program, enter "ICONTST" in the FUNCTION field on the IISS Function Screen and press the <ENTER> key. Figure 5-39 is displayed when the program begins.

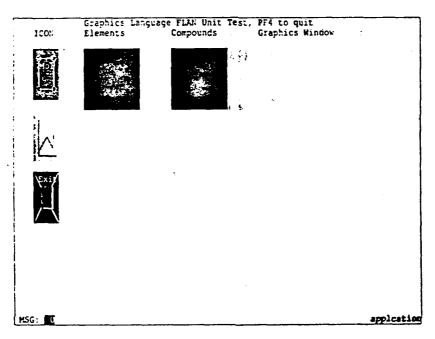


Figure 5-39 ICONTST startup screen

# ACTIVITY B:

Input the data shown in figure 5-40 into the appropriate fields as shown.

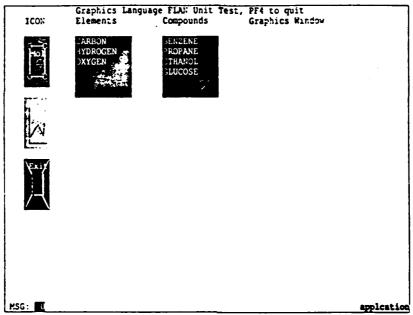


Figure 5-40 Forms Data Input screen

## ACTIVITY C:

Move the cursor to the ICON labeled "Mol." (Molecule) and pick the ICON by pressing the <ENTER> key. The form in Figure 5-41, will be partially displayed in the Graphics Window (Figure 5-42). With the mode key, select the window manager function. Place the cursor into the Graphics Window and press the Select key. The Graphics Window may now be scrolled to show the remainder of Figure 5-41 using the scroll window keys.

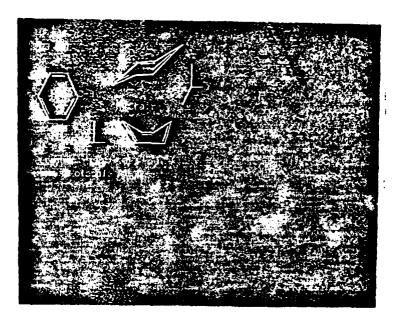


Figure 5-41 Molecule Graphics form

Graphics Language FLAN Unit Test, PF4 to quit
Elements Compounds Graphics Window

No. 100% Compounds Graphics Window

No. 100% Compounds Graphics Window

No. 100% Compounds Graphics Window

No. 100% Compounds Graphics Window

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Figure 5-42 Example display of Molecule Graphics

## ACTIVITY D:

Move the cursor to the ICON labeled "Sales" and pick the ICON by pressing the <ENTER> key. The form Figure 5-43, will be partially displayed in the Graphics Window (Figure 5-44). Using the Window manager function as in Activity C, scroll the Graphics Window to show the remainder of Figure 5-43.

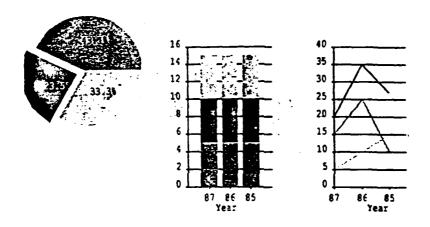


Figure 5-43 Sales Graphs from

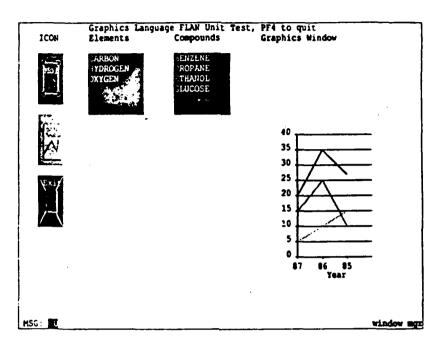


Figure 5-44 Example display of Sales Graphs

This completes the ICONTST program to exit, place the cursor into the "exit" ICON, and press the <ENTER> key.

#### APPENDIX A

#### FLAN1.FDL

FLAN input file with correct syntax and semantics to test all features.

```
/* test forms for the flan compiler */
create form testform
  prompt center at 2 below i3 and column 6 "array" /* form
prompt */
item il
                                     /* item field */
                                     /* field size */
  size 1 at 2 3
  display as input value "1"
                                     /* field display attribute */
                                    /* item value */
/* field prompt */
  prompt at 1 2 "size/display"
item i2
  size 2 by 2
  at below il
  display as output value "2222"
item i3
  size 3 by 2
  at below i2
  display as text
  value "333333"
item i4 (2 v, 3 h 2, 2 v 2)
  at 3 below i3 and column 2
                                     /* array */
  size 1
  display as input
                                     /* forms */
form fat1
  at 3 below i3 and column 12
  size 6
  prompt at above "forms"
form fat2
  at below fat1
  size 6
```

```
window w1
                                 /* windows */
  at 3 right of fat1
  size 5
  background white
  prompt at above "windows"
window w2
  at below w1
  size 5
  background black
item i5
                                  /* domains */
  at 2 15
  size 2
  display as input
  domain (must enter must fill numeric)
  prompt at right "(must enter must fill numeric)"
  prompt at 1 above and col 15 "domains"
item i6
 at below i5
 size 4
 display as input domain (left lower)
 prompt at right "(left lower)"
item i7
  at below i6
  size 4
  display as input
  domain (right upper)
  prompt at right "(right upper)"
item i8
  at below i7
  size 4
  display as input
  domain (max 10 min 0)
  prompt at right "(max 10 min 0)"
```

```
item i9
                                 /* help */
  at 2 60
  size 1
  display as input
  help "help message for i9"
  prompt at right "message"
  prompt at 1 above "help"
item il0
  at below i9
  size 1
  display as input
  help ilOhelp
  prompt at right "form"
item 10
                                 /* location tests */
 at 13 40
 size 5 by 5
 display as input
 prompt at 4 above "location"
item 11
  size 2 by 2
  display as input
  bottom right at 1 above 10 and 2 left of 10
  value "llll"
item 12
  size 2 by 2
  display as input bottom left at 2 above top left of 10
  value "1212"
item 13
  size 2 by 2
  display as input
  bottom right at above top right of 10
  value"1313"
item 14
  size 2 by 2
  display as input
  bottom left at 1 above 10 and 2 right of 10
  value"1414"
```

```
item 15
  size 2 by 2
 display as input
top right at left of top left of 10
  value"1515"
item 16
  size 2 by 2
  display as input
 bottom right at 2 left of bottom left of 10
 value"1616"
item 17
  size 2 by 2
  display as input
  top right at 1 below 10 and 2 left of 10
  value"1717"
item 18
  size 2 by 2
 display as input
top left at below bottom left of 10
 value"1818"
item 19
  size 2 by 2
  display as input
  top right at 2 below bottom right of 10
 value"1919"
item la
  size 2 by 2
  display as input
  top left at 1 below 10 and 2 right of 10
 value"lala"
item 1b
  size 2 by 2
  display as input
  top left at 2 right of top right of 10
 value"lblb"
```

```
item lc
  size 2 by 2
  display as input bottom left at right of bottom right of 10
  value"lclc"
create form ilOhelp
  size 80 by 23
  prompt center at 10 40 "help form form item i10"
                                  /* form background and size */
create form fat1
  background white
  size 5
  prompt at 1 2 "fat1"
create form fat2
  background black
  size 5
  prompt at 1 2 "fat2"
```

### APPENDIX B

#### FLAN2.FDL

```
FLAN input file to test all semantic error messages.
/* flan forms to force all semantic error messages */
 create form testerr
 size 1 /*("form %s too narrow: fields extend to column %d",
  ("form %s too short: fields extend to row %d", */
 prompt at left "testerr" /*("must specify relative field
 name");*/
 prompt at 25 2 "off bottom"
 item a /*("size not specified or invalid");*/
 at 1 2
 display as input
 item b /*("value too big for field");*/
 size 1
 value "22"
 display as input
 item cc /*("no display attribute specified");*/
 size 1
 at 1 4
 item bb /*("field %s referenced in %s %s%s not defined",*/
 at below nothing
 size 1
 display as input
 item cd /*("circular reference in location of %s %s%s",*/
 at below dc
 size 1
 display as input
 item dc
 at above cd
 size 1
 display as input
 item & /*("overlap between %s %s%s and %s %s%s",*/
 at 2 2
 size 1
 display as input
```

```
item f
at 2 2
size 1
display as input
item g /*("%s %s%s off top of screen",*/
at -1 10
size 1
display as input
item hh /*("%s %s%s off left of screen", */
at 1 -1
size 1
display as input
item i /*("unterminated string");*/
at 1 6
size 1
display as input value "hello
item j /*("string too long");*/
at 1 8
size 150
display as input
value
"12345678911234567892123456789312345678941234567895123456789612
345 67897123
456789812345678991234567890123456789112345678921234567893123456
7894"
item j /*("duplicate field name: %s", */
at 3 2
size 1
display as input
item k /*("duplicate display attribute specified");*/
at 3 4
size 1
display as input
display as input
item 1 /*("unknown display attribute: %s", */
at 3 6
size 1
display as ugly
```

```
window m at 3 8
size 1
display as black
domain (upper) /*("domain only legal for items");*/
item n /*("duplicate justification specified");*/
at 3 10
size 1
display as input
domain (left right)
item o /*("duplicate case specified");*/
at 3 12
size 1
display as input
domain (upper lower)
item p /*("duplicate minimum specified");*/
at 3 14
size 1
display as input
domain (min 10 min 2)
item q /*("duplicate maximum specified");*/
at 3 16
size 1
display as input
domain (max 10 max 2)
window rr /*("help only legal for items"); */
at 3 18
size 1
display as black
help "hello"
create form testform
item s /*("duplicate help specified");*/
at 3 20
size 1
display as input
help "hello"
help "hello"
```

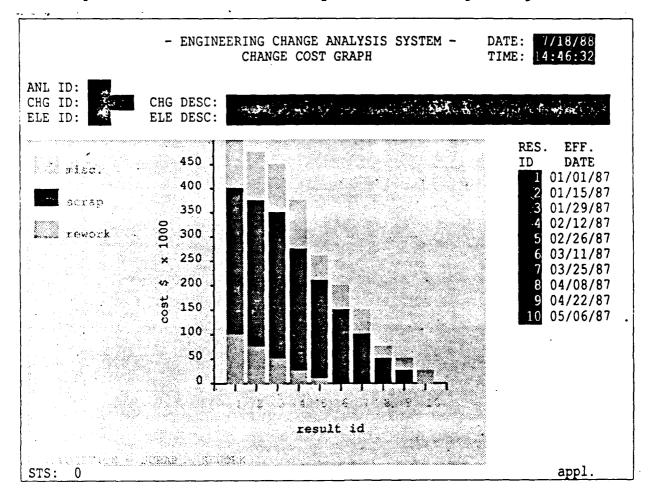
```
item t /*("help message too long, truncated");*/
at 3 22
size 1
display as input
help
"12345678911234567892123456789312345678941234567895123456789612
34567897"
window u /*("value only legal for items");*/
at 3 24
size 1
display as black
value "hello"
create form testform
item vv /*("duplicate value specified");*/
at 3 26
size 10
display as input
value "hello"
value "hello"
item w /*("unknown function %s", */
at 3 38
size 20
display as input
value func('hello')
item x /*("invalid argument for INDEX");*/
at 3 60
size 20
display as input
value index(1)
item y /*("duplicate size specified");*/
at 4 2
size 1
size 1
display as input
create form endless
 /* else if (c == EOF) {fatal("unterminated comment"); return
  c; }
```

## APPENDIX C

## SCREENS AND GDL FOR GRFTST

This appendix contains all the screens for the first test of the Graph Definition Language. The necessary FDL follows the screens.

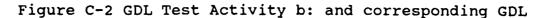
Figure C-1 GDL Test Activity A: and corresponding GDL

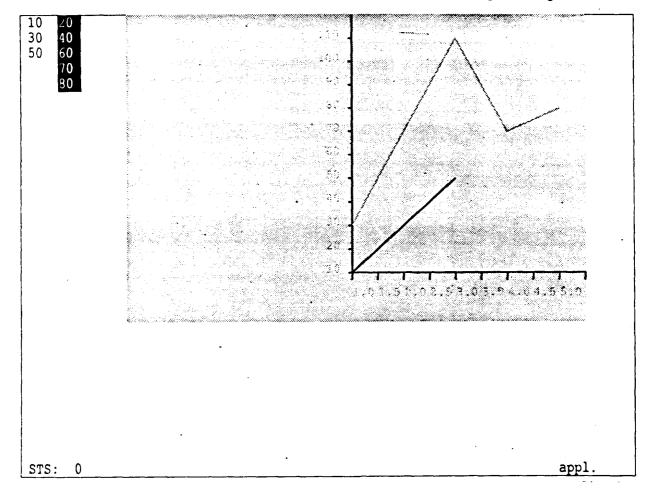


```
create form grftstl
     size 80 by 30 prompt at 2 20 "- ENGINEERING CHANGE ANALYSIS SYSTEM -" prompt at 3 30 "CHANGE COST GRAPH"
     attribute out (background white, display blue, guarded,
                                      nowrite)
     attribute out2 (background blue, display yellow, guarded) attribute out3 (background red, display black, guarded)
     attribute nosee (quarded, hidden)
item curdat
     at 2 68
     size 8
     prompt at 2 62 "DATE:"
     value '. date'
     display as out
item curtim
     at 3 68
     size 8
      prompt at 3 62 "TIME:"
     value '._time'
     display as out
item anlid
      at 5 10
      size 3
      prompt at 5 2 "ANL ID:"
     display as out2
item chgid
      at 6 10
      size 6
      prompt at 6 2 "CHG ID:"
      display as out2
item chqdsc
      at 6 28
      size 50
      prompt at 6 18 "CHG DESC:"
     display as out3
item eleid
     at 7 10
      size 3
      prompt at 7 2 "ELE ID:"
     display as out2
item eledsc
      at 7 28
     size 50
      prompt at 7 18 "ELE DESC:"
     display as out3
```

```
graph cstgrf
      at 9 2
      display as blue size 60 by 21
form csttab
      at 9 65
      display as black
      size 16 by 21
create bar graph cstgrf
      using ('csttab.ids' axis ax1)
      attribute a line (display yellow)
      attribute b prompt (display white) attribute c prompt (display green) attribute d prompt (display red) legend at 2 2
      label display as d, at 20 2 "DISPOSITION = SCRAP + REWORK"
curve rework
    'csttab.rewcst' using axis ax2
      legend c "rework"
      absolute
curve misc
      'csttab.msccst'
      additive using curve scrap
      legend c "misc."
curve scrap
      'csttab.scrcst'
      additive using curve rework
      legend c "scrap"
```

```
axis axl
     horizontal
     display as a
     at 16 25
     min O
     size 30
     label b " result id" tick every 1 d " " "1" "2" "3" "4" "5" "6" "7" "8" "9" "10"
axis ax2
     at 16 25
     size 15
     label b "
                      cost $ "
     vertical
     min O
     display as a
create form csttab
     prompt at 1 2 "RES."
     prompt at 2 2 "ID"
     prompt at 1 8 "EFF."
     prompt at 2 8 "DATE"
     attribute hid (hidden, guarded)
item dates (10 v 0)
     size 8
     at 3 6
     display as magenta
item ids (10 v 0) size 3
     at 3 2
     domain (numeric)
     display as cyan
item msccst (10 v 0)
     size 6
     at 3 15
     display as hid
     domain (numeric)
item scrcst (9 v 0)
     at 3 35
     domain (numeric)
     display as hid
     size 6
item rewcst (5 v 0)
     at 3 45
     size 6
     domain (numeric)
     display as hid
```

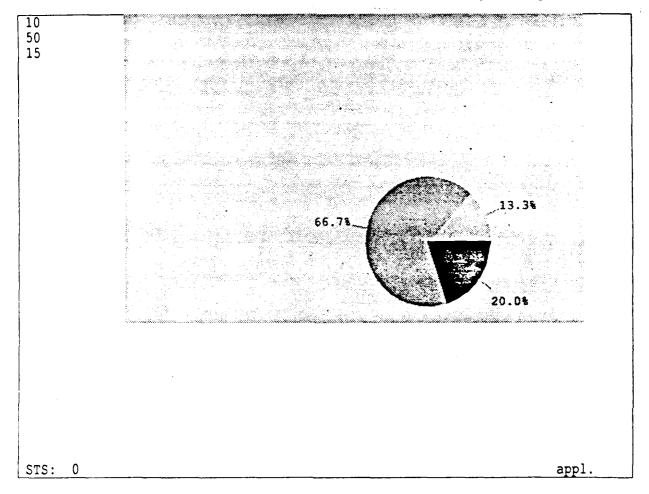




```
create form grftst2
       size 80 by 30
item i1 (3 \ v \ 0)
       display as red
       at 1 2
       size 3
      domain (numeric)
item i2 (5 v 0)
       display as yellow
       at 1 6
       size 3
       domain (numeric)
graph grf1
       at 1 15
      size 60 by 20 display as blue
create line graph grfl
      using (1, 2, 3, 4, 5 axis ax1)
attribute a fill (display cyan)
attribute b line (display magenta)
       attribute xy prompt (display yellow) attribute x line (display yellow)
       attribute c prompt (display white) attribute d line (display green)
       background blue
curve aaa
       'grftst2.i1' using axis ax2
       absolute
curve two
       'grftst2.i2'
       additive using curve aaa
axis ax1
       horizontal
       display as x
       at 15 30
       size 30
```

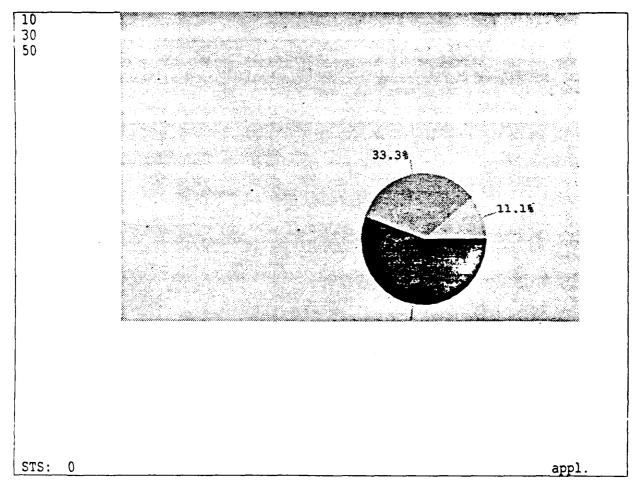
axis ax2 at 15 30 size 15 vertical display as x

Figure C-3 GDL Test Activity C: and corresponding GDL



```
create form grftst3
      size 80 by 30
form fgrf (3 v 0) at 1 1
      size 5 by 1
graph grf2
      ať 1 15
     size 60 , 20 display as blue
create pie graph grf2
at 10 30
     size 20 by 8
     using ('grftst3.fgrf(*).il')
pie 1
      shade color red
pie 2
      shade color magenta
pie 3
     shade color white
create form fgrf
item i1
     display as red at 1 2
     size 3
domain (numeric)
```

Figure C-4 GDL Test Activity D: and corresponding GDL



```
create form grftst4
size 80 by 30

item il (3 v 0)
display as red
at 1 2
size 3
domain (numeric)

graph grf3
at 1 15
size 60 by 20
display as blue

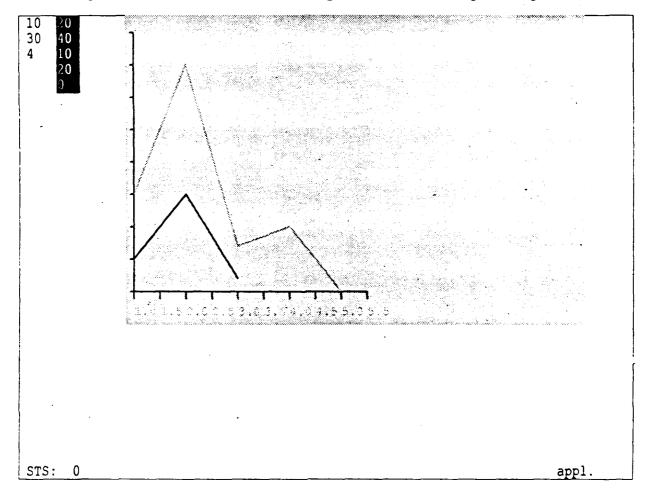
create pie graph grf3
at 10 30
size 20 by 8
using ('grftst4.il')

pie 1
shade color red

pie 2
shade color magenta
explode 2

pie 3
shade color white
```

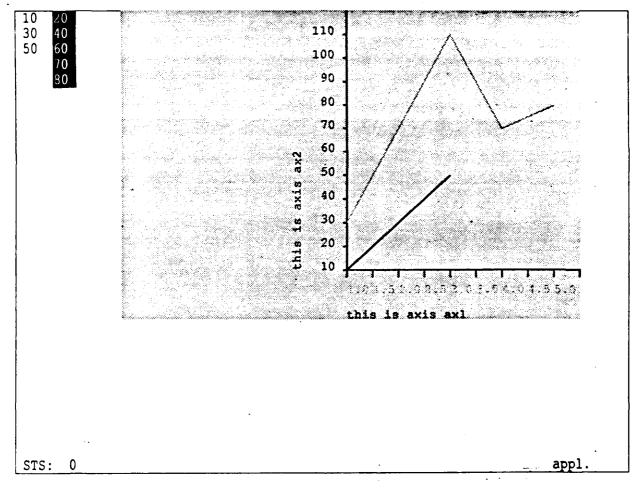
Figure C-5 GDL Test Activity E: and corresponding GDL



```
create form grftst5
      size 80 by 30
item il (3 \vee 0)
      display as red
      at 1 2
      size 3
      domain (numeric)
item i2 (5 v 0)
      display as yellow
      at 1 6
      size 3
      domain (numeric)
graph grf4
      at 1 15
      size 60 by 20
      display as blue
create line graph grf4
      using (1, 2, 3, 4, 5 axis ax1) attribute a fill (display cyan)
      attribute b line (display magenta)
      attribute xy prompt (display yellow) attribute x line (display yellow)
      attribute c prompt (display white) attribute d line (display green)
      background blue
curve aaa
      'grftst5.il' using axis ax2
      absolute
curve two
      'grftst5.i2'
      additive using curve aaa
axis ax1
      horizontal
      display as x
      at 18 2
      size 30
      label c "this is a label"
```

axis ax2
at 18 2
size 15
label c "this is a label"
vertical
display as x

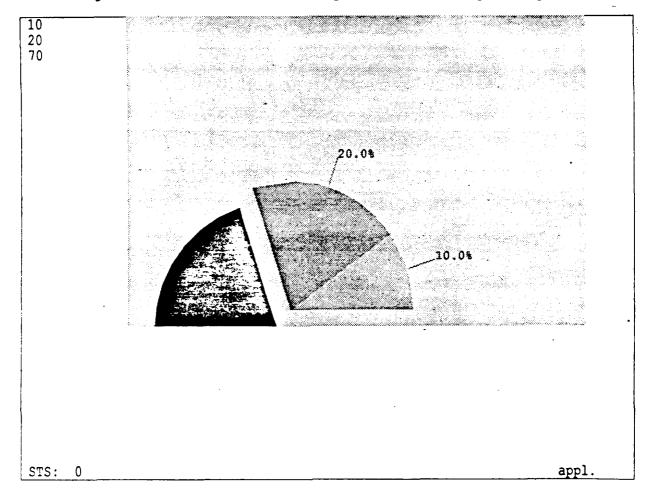
Figure C-6 GDL Test Activity F: and corresponding GDL



```
create form grftst6
       size 80 by 30
item il (3 \ v \ 0)
       display as red
       at 1 2
       size 3
       domain (numeric)
item i2 (5 \ v \ 0)
       display as yellow
       at 1 6
       size 3
       domain (numeric)
graph grf5
       at 1 15
       size 60 by 20
       display as blue
create line graph grf5
       using (1, 2, 3, 4, 5 axis axl) attribute a fill (display cyan) attribute b line (display magenta)
       attribute xy prompt (display yellow) attribute x line (display yellow) attribute c prompt (display white) attribute d line (display green)
       background blue
curve aaa
       'grftst6.il' using axis ax2
       absolute
curve two
       'grftst6.i2'
       additive using curve aaa
axis axl
       horizontal
       display as x
label c "this is axis ax1"
at 15 30
       size 30
```

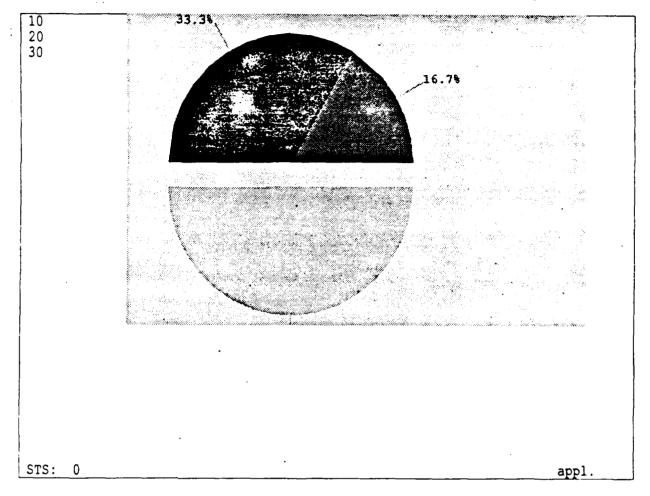
axis ax2
at 15 30
size 15
vertical
display as x
label xy "this is axis ax2"

Figure C-7 GDL Test Activity G: and corresponding GDL



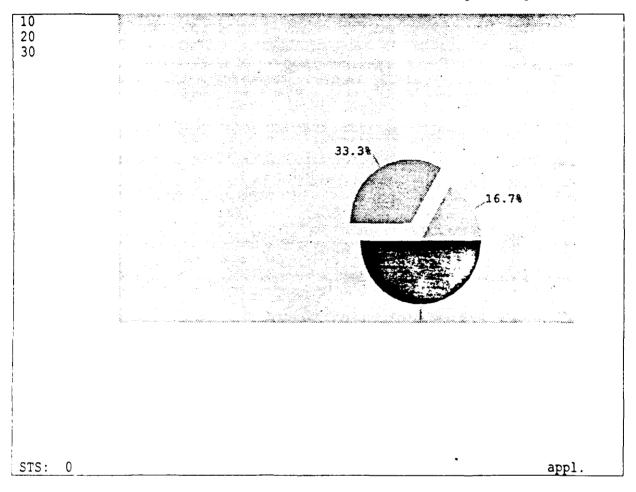
```
create form grftst7
     size 80 by 30
item i1 (3 v 0)
     display as red
     at 1 2
     size 3
     domain (numeric)
graph grf6
     at 1 15
     size 60 by 20 display as blue
create pie graph grf6 at 10 2
     size 40 by 16
     using ('grftst7.i1')
pie 1
     shade color red
     shade color magenta
pie 3
     shade color white
     explode 20
```

Figure C-8 GDL Test Activity H: and corresponding GDL



```
create form grftst8
      size 80 by 30
item il (3 \ v \ 0)
      display as red
      at 1 2
size 3
      domain (numeric)
graph grf7
at 1 15
      size 60 by 20 display as blue
create pie graph grf7 at 2 2
      size 40 by 16 using ('grftst8.i1')
pie 1
      shade color yellow
pie 2
      shade color white
pie 3
      shade color red
      explode 20
```

Figure C-9 GDL Test Activity I: and corresponding GDL



```
create form grftst9
size 80 by 30

item il (3 v 0)
display as red
at 1 2
size 3
domain (numeric)

graph grf8
at 1 15
size 60 by 20
display as blue

create pie graph grf8
at 10 30
size 20 by 8
using ('grftst9.il')

pie 1
shade color red

pie 2
shade color magenta
explode 35

pie 3
shade color white
```

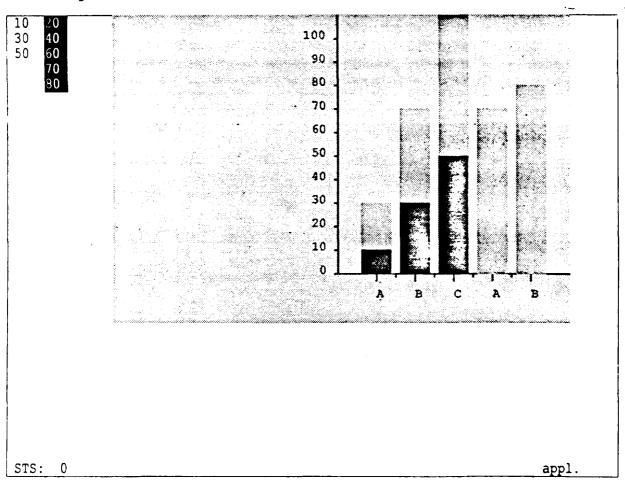
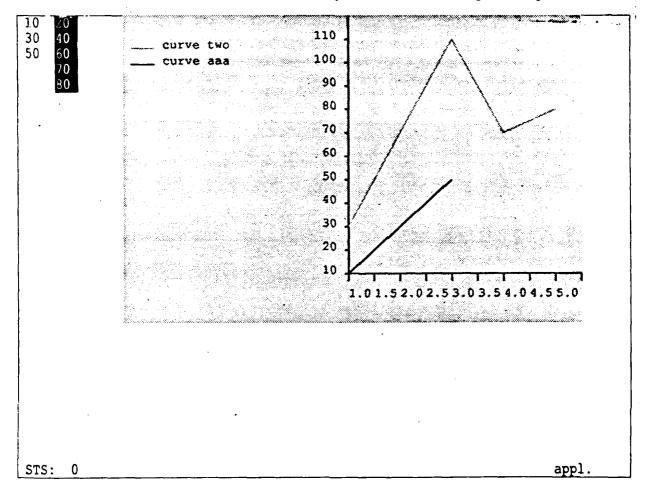


Figure C-10 GDL Test Activity J: and corresponding GDL

```
create form grftst10
      size 80 by 30
item il (3 \vee 0)
      display as red
      at 1 2
      size 3
      domain (numeric)
item i2 (5 v 0)
      display as yellow
      at 1 6
      size 3
      domain (numeric)
graph grf9
      at 1 15
      size 60 by 20 display as blue
create bar graph grf9
      using (1, 2, 3, 4, 5 axis ax1) attribute a fill (display cyan)
      attribute b line (display magenta)
      attribute xy prompt (display yellow) attribute x line (display yellow)
      attribute c prompt (display white) attribute d line (display green)
      background blue
curve aaa
      'grftst10.i1' using axis ax2
      absolute
curve two
      'grftst10.i2'
      additive using curve aaa
axis ax1
      horizontal
      display as x
      at 15 30
      tick 5 1 c "A" "B" "C"
      size 30
```

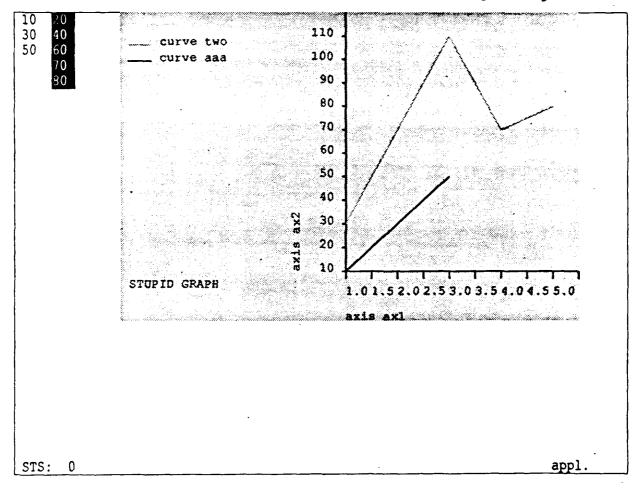
axis ax2 at 15 30 size 15 vertical display as x

Figure C-11 GDL Test Activity K: and corresponding GDL



```
create form grftst11
      size 80 by 30
item i1 (3 \ v \ 0)
      display as red
      at 1 2
      size 3
      domain (numeric)
item i2 (5 v 0)
      display as yellow
      at 1 6
      size 3
      domain (numeric)
graph grf10
      at 1 15
      size 60 by 20 display as blue
create line graph grf10
      using (1, 2, 3, 4, 5 axis ax1) attribute a fill (display cyan) attribute b line (display magenta)
      attribute xy prompt (display yellow) attribute x line (display yellow)
      attribute c prompt (display white)
      attribute d line (display green)
      legend at 2 2
      background blue
curve aaa
      'grftstll.il' using axis ax2
      absolute
      legend xy "curve aaa"
curve two
      'grftstll.i2'
      additive using curve aaa
      legend xy "curve two"
axis ax1
      horizontal
      display as x
      at 15 30
      size 30
axis ax2
      at 15 30
      size 15
      vertical
      display as x
```

Figure C-12 GDL Test Activity L: and corresponding GDL

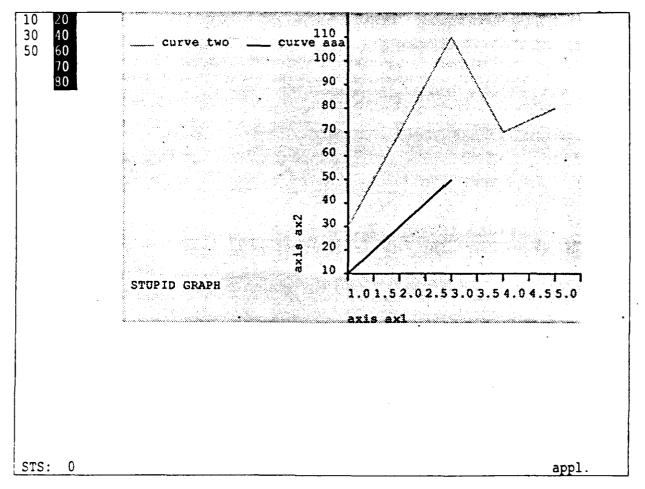


```
create form grftst12
       size 80 by 30
item il (3 \ V \ 0)
       display as red
       at 1 2
       size 3
       domain (numeric)
item i2 (5 \ V \ 0)
       display as yellow
       at 1 6
       size 3
       domain (numeric)
graph grf11
       at 1 15
       size 60 by 20
       display as blue
create line graph grf11
using (1, 2, 3, 4, 5 axis ax1)
attribute a fill (display cyan)
attribute b line (display magenta)
       attribute xy prompt (display yellow) attribute x line (display yellow)
       attribute c prompt (display white) attribute d line (display green)
       legend at 2 2
       label display as c, at 15 2 "STUPID GRAPH"
       background blue
curve aaa
       'grftst12.i1' using axis ax2
       absolute
       legend xy "curve aaa"
curve two
       'grftst12.i2'
       additive using curve aaa
       legend xy "curve two"
```

axis ax1
horizontal
display as x
at 15 30
size 30
label c "axis ax1"

axis ax2
at 15 30
size 15
label c "axis ax2"
vertical
display as x

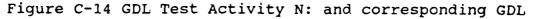
Figure C-13 GDL Test Activity M: and corresponding GDL

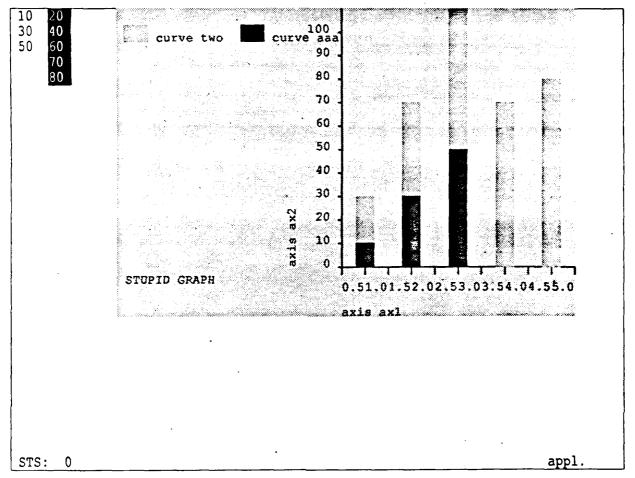


```
create form grftst13
      size 80 by 30
item i1 (3 \ v \ 0)
      display as red
      at 1 2
      size 3
      domain (numeric)
item i2 (5 v 0)
      display as yellow
      at 1 6
      size 3
      domain (numeric)
graph grf12
      at 1 15
      size 60 by 20
      display as blue
create line graph grf12
      using (1, 2, 3, 4, 5 axis ax1) attribute a fill (display cyan) attribute b line (display magenta)
      attribute xy prompt (display yellow) attribute x line (display yellow)
      attribute c prompt (display white) attribute d line (display green)
      legend h at 2 2
      label display as c, at 15 2 "STUPID GRAPH"
      background blue
curve aaa
      'grftst13.il' using axis ax2
      absolute
      legend xy "curve aaa"
curve two
      'grftst13.i2'
      additive using curve aaa
      legend xy "curve two"
```

axis ax1
horizontal
display as x
at 15 30
size 30
label c "axis ax1"

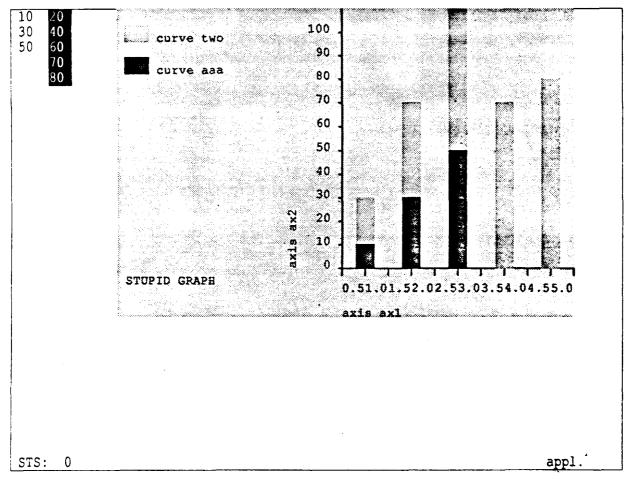
axis ax2
at 15 30
size 15
label c "axis ax2"
vertical
display as x





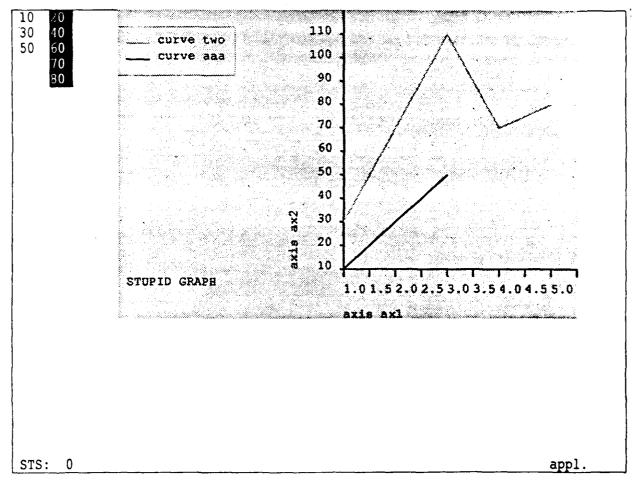
```
create form grftst14
      size 80 by 30
item i1 (3 v 0)
      display as red
      at 1 2
      size 3
      domain (numeric)
item i2 (5 v 0)
      display as yellow
      at 1 6
      size 3
      domain (numeric)
graph grf13
      at 1 15
      size 60 by 20
      display as blue
create bar graph grf13
      using (1, 2, 3, 4, 5 axis ax1)
attribute a fill (display cyan)
attribute b line (display magenta)
      attribute xy prompt (display yellow) attribute x line (display yellow)
      attribute c prompt (display white) attribute d line (display green)
      legend h at 2 2
      label display as c, at 15 2 "STUPID GRAPH"
      background blue
curve aaa
      'grftst14.i1' using axis ax2
      absolute
      legend xy "curve aaa"
curve two
      'grftst14.i2'
      additive using curve aaa
      legend xy "curve two"
```

Figure C-15 GDL Test Activity O: and corresponding GDL

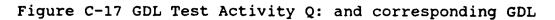


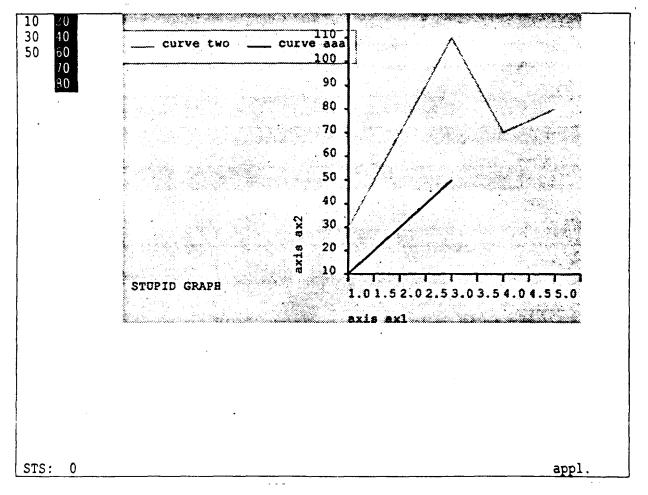
```
create form grftst15
      size 80 by 30
item il (3 \ V \ 0)
      display as red
      at 1 2
      size 3
      domain (numeric)
item i2 (5 v 0)
      display as yellow
      at 1 6
      size 3
      domain (numeric)
graph grf14
      at 1 15
      size 60 by 20
      display as blue
create bar graph grf14
      using (1, 2, 3, 4, 5 axis ax1) attribute a fill (display cyan) attribute b line (display magenta)
      attribute xy prompt (display yellow) attribute x line (display yellow)
      attribute c prompt (display white) attribute d line (display green)
      legend at 2 2
      label display as c, at 15 2 "STUPID GRAPH"
      background blue
curve aaa
      'grftst15.i1' using axis ax2
      absolute
      legend xy "curve aaa"
curve two
      'grftst15.i2'
      additive using curve aaa
      legend xy "curve two"
```

Figure C-16 GDL Test Activity P: and corresponding GDL



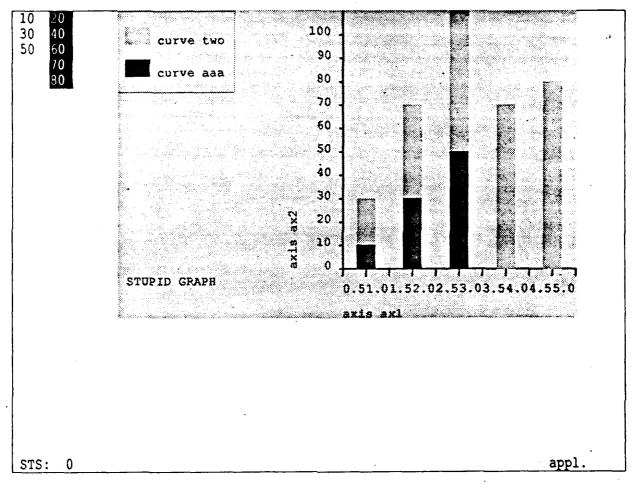
```
create form grftst16
      size 80 by 30
item il (3 \ V \ 0)
      display as red
      at 1 2
      size 3
      domain (numeric)
item i2 (5 v 0)
      display as yellow
      at 1 6
      size 3
      domain (numeric)
graph grf15
      at 1 15
      size 60 by 20 display as blue
create line graph grf15
      using (1, 2, 3, 4, 5 axis ax1) attribute a fill (display cyan) attribute b line (display magenta)
      attribute xy prompt (display yellow) attribute x line (display yellow)
      attribute c prompt (display white) attribute d line (display green)
      legend at 2 2 box
      label display as c, at 15 2 "STUPID GRAPH"
      background blue
curve aaa
       'grftst16.i1' using axis ax2
      absolute
      legend xy "curve aaa"
curve two
      'grftst16.i2'
      additive using curve aaa
      legend xy "curve two"
```



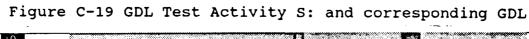


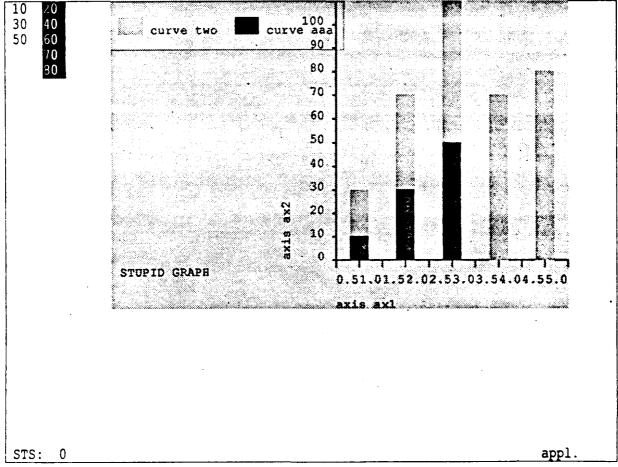
```
create form grftst17
      size 80 by 30
item i1 (3 \ v \ 0)
      display as red
      at 1 2
      size 3
      domain (numeric)
item i2 (5 v 0)
      display as yellow
      at 1 6
      size 3
      domain (numeric)
graph grf16
      at 1 15
      size 60 by 20
      display as blue
create line graph grf16
      using (1, 2, 3, 4, 5 axis ax1) attribute a fill (display cyan) attribute b line (display magenta)
      attribute xy prompt (display yellow) attribute x line (display yellow)
      attribute c prompt (display white) attribute d line (display green)
      legend h at 2 2 box
      label display as c, at 15 2 "STUPID GRAPH"
      background blue
curve aaa
       'grftst17.i1' using axis ax2
      absolute
      legend xy "curve aaa"
curve two
      'grftst17.i2'
      additive using curve aaa
      legend xy "curve two"
```

Figure C-18 GDL Test Activity R: and corresponding GDL



```
create form grftst18
       size 80 by 30
item il (3 \ V \ 0)
       display as red
       at 1 2
       size 3
       domain (numeric)
item i2 (5 v 0)
       display as yellow
       at 1 6
       size 3
      domain (numeric)
graph grf17
       at 1 15
       size 60 by 20
       display as blue
create bar graph grf17
      using (1, 2, 3, 4, 5 axis ax1) attribute a fill (display cyan) attribute b line (display magenta)
      attribute xy prompt (display yellow)
attribute x line (display yellow)
attribute c prompt (display white)
attribute d line (display green)
legend at 2 2 box
       label display as c, at 15 2 "STUPID GRAPH"
       background blue
curve aaa
       'grftst18.i1' using axis ax2
       absolute
       legend xy "curve aaa"
curve two
       'grftst18.i2'
       additive using curve aaa
       legend xy "curve two"
```

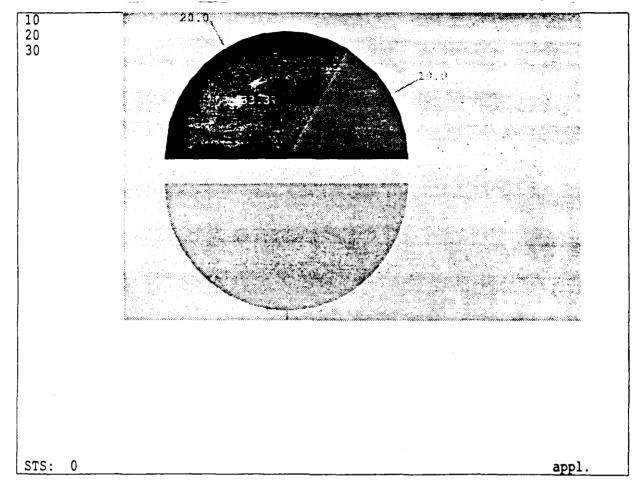




```
create form grftst20
      size 80 by 30
tem il (3 \ v \ 0)
      display as red
      at 1 2
      size 3
      domain (numeric)
item i2 (5 v 0)
      display as yellow
      at 1 6
      size 3
      domain (numeric)
graph grf19
      at 1 15
      size 60 by 20 display as blue
create bar graph grf19
      using (1, 2, 3, 4, 5 axis ax1)
attribute a fill (display cyan)
attribute b line (display magenta)
      attribute xy prompt (display yellow) attribute x line (display yellow)
      attribute c prompt (display white) attribute d line (display green)
      legend h at 6 2 box
      label display as c, at 15 2 "STUPID GRAPH"
      background blue
curve aaa
       'grftst20.il' using axis ax2
      absolute
      legend xy "curve aaa"
curve two
       'grftst20.i2'
      additive using curve aaa
      legend xy "curve two"
```

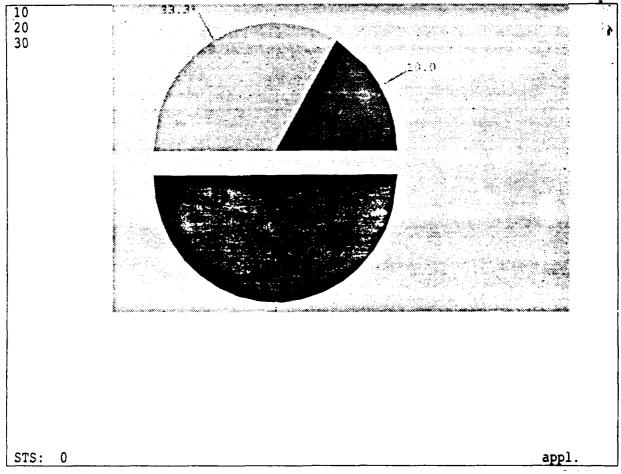
display as x

Figure C-21 GDL Test Activity U: and corresponding GDL



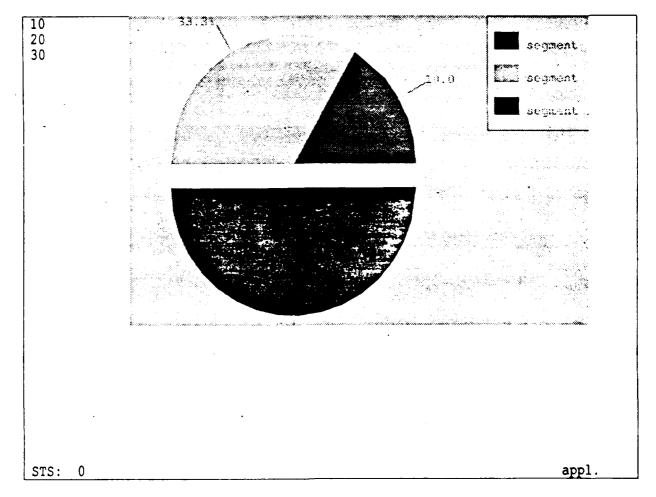
```
create form grftst21
      size 80 by 30
item il (3 \ v \ 0)
      display as red
      at 1 2
      size 3
      domain (numeric)
graph grf20
at 1 15
      size 60 by 20 display as blue
create pie graph grf20
      at 2 2
      size 40 by 16
      using ('grftst21.i1')
      attribute c prompt (display magenta)
pie 1
      quantity c outside shade color yellow
pie 2
      percent c inside
      quantity c outside shade color white
pie 3
      shade color red
      explode 20
```

Figure C-22 GDL Test Activity V: and corresponding GDL



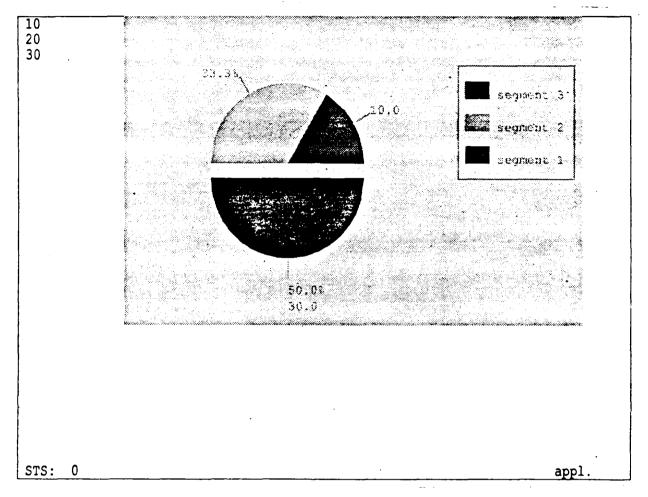
```
create form grftst22
     size 80 by 30
item i1 (3 \ v \ 0)
     display as red
     at 1 2
     size 3
     domain (numeric)
graph grf21
     at 1 15
     size 60 by 20
     display as blue
create pie graph grf21
     at 2 2
     size 40 by 16 using ('grftst22.i1')
     attribute c prompt (display magenta)
pie 1
     quantity c outside
     shade color yellow
pie 2
     shade color red
pie 3
     percent c outside
     quantity c outside label c "this is a white pie slice"
     shade color white
     explode 20
```

Figure C-23 GDL Test Activity W: and corresponding GDL



```
create form grftst23
      size 80 by 30
item i1 (3 v 0)
      display as red
at 1 2
size 3
      domain (numeric)
graph grf22
      at 1 15
      size 60 by 20 display as blue
create pie graph grf22
      at 2 2
      size 40 by 16
using ('grftst23.i1')
      attribute c prompt (display magenta) legend at 2 48 box
pie 1
      quantity c outside
      shade color yellow
      legend c "segment 1"
pie 2
      shade color red
      legend c "segment 2"
pie 3
      percent c outside
      quantity c outside
shade color white
legend c "segment 3"
explode 20
```

Figure C-24 GDL Test Activity X: and corresponding GDL



```
create form grftst24
     size 80 by 30
item i1 (3 v 0)
     display as red
     at 1 2
     size 3
     domain (numeric)
graph grf23
     ať 1 15
     size 60 by 20 display as blue
create pie graph grf23 at 5 2
     size 40 by 10
     using ('grftst24.i1')
     attribute c prompt (display magenta)
     legend at 5 45 box
pie 1
     quantity c outside
     shade color yellow
     legend c "segment 1"
pie 2
     shade color red
     legend c "segment 2"
pie 3
     percent c outside
     quantity c outside
     shade color white
     legend c "segment 3"
     explode 20
```

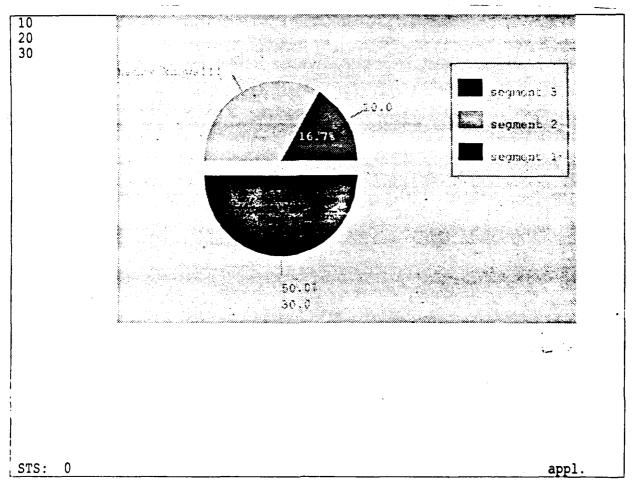
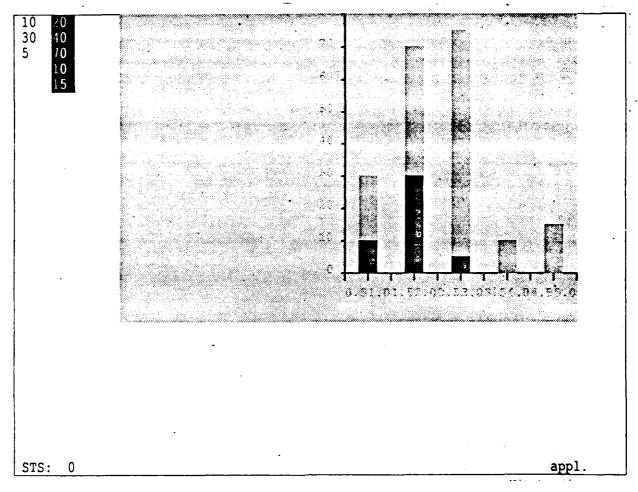


Figure C-25 GDL Test Activity Y: and corresponding GDL

```
create form grftst25
     size 80 by 30
item i1 (3 v 0)
     display as red
     at 1 2
     size 3
     domain (numeric)
graph grf24
     at 1 15
     size 60 by 20
     display as blue
create pie graph grf24 at 5 2
     size 40 by 10
     using ('grftst25.il')
     attribute a prompt (display red) attribute b prompt (display blue)
      attribute c prompt (display magenta)
      legend at 5 45 box
pie 1
      quantity c outside
      shade color yellow
      percent b inside
      legend c "segment 1"
pie 2
      shade color red
      label a "The Shadow knows!!!"
      legend c "segment 2"
pie 3
      percent c outside
      quantity c outside
      shade color white
      label c "Who knows what evil lurks"
label c " in the hearts of men?"
      legend c "segment 3"
      explode 20
```

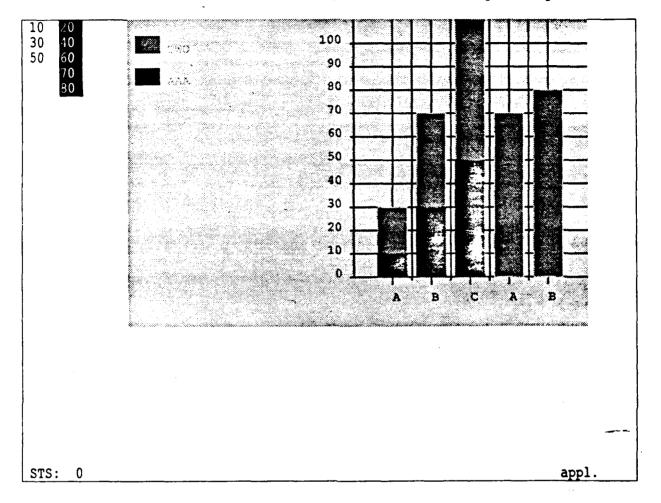
Figure C-26 GDL Test Activity Z: and corresponding GDL



```
create form grftst26
      size 80 by 30
item il (3 \ v \ 0)
      display as red
      at 1 2
      size 3
      domain (numeric)
item i2 (5 v 0)
      display as yellow
      at 1 6
      size 3
      domain (numeric)
graph grf25
      at 1 15
      size 60 by 20
      display as blue
create bar graph grf25
      using (1, 2, 3, 4, 5 axis ax1) attribute a fill (display cyan)
      attribute b line (display magenta)
      attribute xy prompt (display yellow) attribute x line (display yellow)
      attribute c prompt (display white) attribute d line (display green)
      background blue
curve aaa
      'grftst26.il' using axis ax2
      absolute
curve two
      'grftst26.i2'
      additive using curve aaa
axis ax1
      horizontal
      display as x at 15 30
      size 30
```

axis ax2 at 15 30 size 15 vertical display as x

Figure C-27 GDL Test Activity AA: and corresponding GDL



```
create form grftst27
      size 80 by 30
item i1 (3 \ v \ 0)
      display as red at 1 2
      size 3
      domain (numeric)
item i2 (5 v 0)
      display as yellow
      at 1 6
      size 3
      domain (numeric)
graph grf26
      at 1 15
      size 60 by 20
      display as blue
create bar graph grf26
      using (1, 2, 3, 4, 5 axis axl) attribute a line (display cyan)
      attribute e line (display red) attribute b line (display magenta)
      attribute xy prompt (display yellow) attribute x line (display yellow)
      attribute c prompt (display white) attribute d line (display green)
      legend at 2 2
      background blue
curve aaa
      'grftst10.i1' using axis ax2
      absolute
      shade color yellow
      display as a
curve two
       'grftst10.i2'
      additive using curve aaa
      shade color green
      display as e
```

```
axis axl
horizontal
display as x
at 15 30
tick 5 1 c "A" "B" "C"
size 30
fine grid

axis ax2
at 15 30
size 15
vertical
display as x
grid
maximum 110
```